
N64 MAGAZINE
NINTENDO 64! GAME BOY! GAMECUBE!
The UK's best-selling independent Ninte
BANJO-TOOIE
Can Rare's bear topple Mario?
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CONKER'S BAD FUR DAY
Tipped to shreds!
N64
MAGAZINE
LATEST SHOTS!
Pokémon Stadium 2 p17
Aidyn Chronicles p8
Dr Mario 64 p6
Animal Forest p17
TIPPED!
Battle for Naboo p66
EXCLUSIVE SHOTS!
GAME BOY ADVANCE
Nintendo's handheld miracle is here – and you can win one!
PLUS! planet GAME BOY
POKÉMON p28
GOLD/SILVER
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ISSUE 54



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THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

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To find out why it's going to be fantastic, jump to p96

WELCOME TO N64 MAGAZINE

At 100 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful, we'll say so.

Don't be fooled by feeble imitations!



Size doesn't matter...

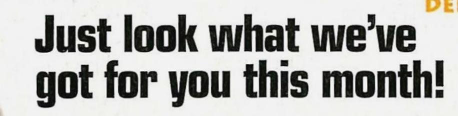
Of all life's little pleasures, nothing beats the tummy-tickling anticipation that comes when the postman brings a parcel to your door. And while in most cases, big packages are best (stop giggling at the back), the arrival this month of a teensy box no bigger than a pocket dictionary had us all leaping around like popcorn in a pan. *Game Boy Advance is here.*

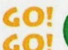
You can feast your eyes on every detail of Nintendo's next-generation handheld – the SNES-beating visuals, the astounding four-player link-up, the incredible line-up of over 100 games – in our packed Special Investigation. But best of all, you can *win* one of the little beauties, *and* 15 of those mouthwatering games. Just try to resist the impulse to snog the postman when he brings that little lot to your door.

Elsewhere, we've reviewed the furry fantasy that is *Banjo-Tooie*, uncovered the UK release date for Game Boy Advance, and Geraint has been swearing like a squirrel in order to bring you the definitive guide to *Conker's Bad Fur Day*. Even my mutant-sized foot blisters are looking up after I took to them with a bucket of antiseptic and a bread knife.

So, enjoy the issue – and good luck in that compo!

Mark Green
DEPUTY EDITOR







CONTENTS

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

Issue 54, May 2001

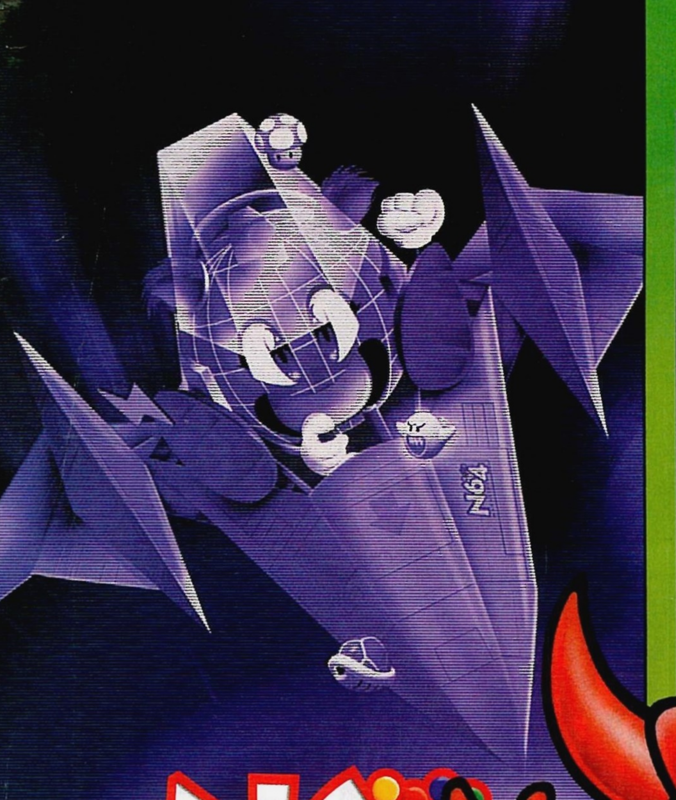


FUTURE LOOK



N64 Club 64

The ultimate reader service.



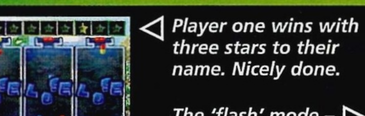
N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 16! GO! GO!



Player one wins with three stars to their name. Nicely done.

The 'flash' mode – flashing viruses must be killed.



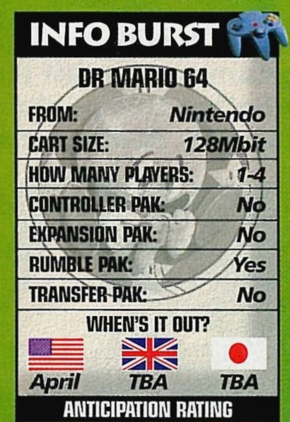
The story mode features weird wooden characters.



At top speed, your eyes may well burst out of their sockets.



It looks simple, but this is horribly addictive stuff.



The plot of Dr Mario is terribly twee. But then it is meant for the kiddies.

DR M

doctorin' the house

INFO BURST

DR MARIO 64	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?




April — TBA — TBA

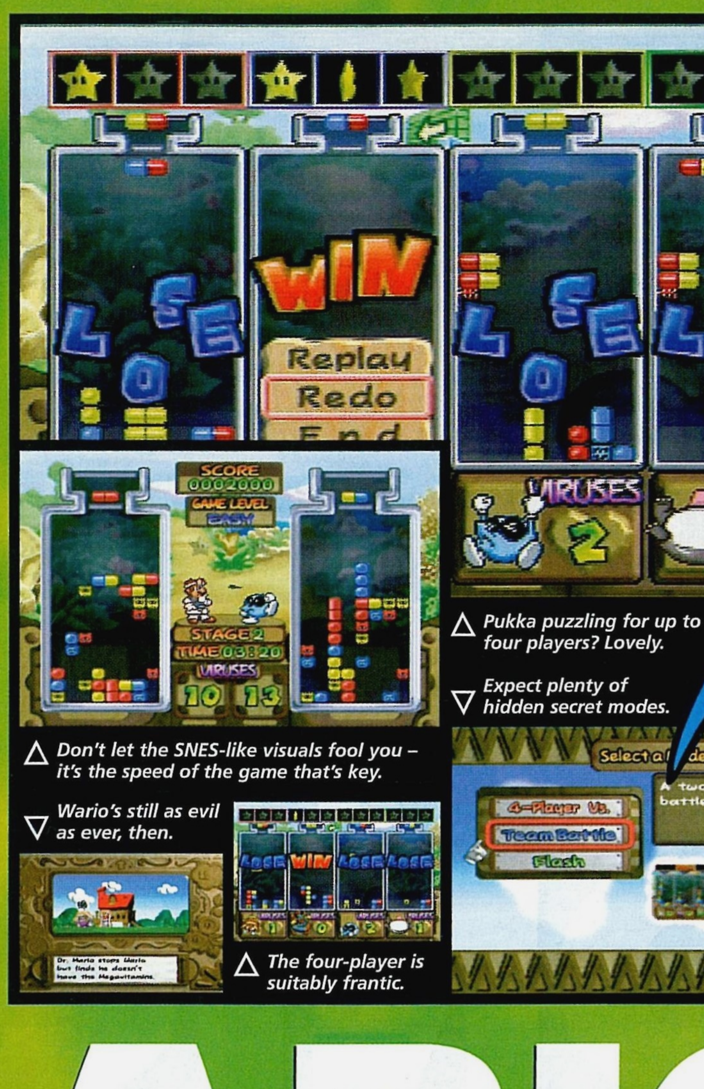
ANTICIPATION RATING

Back in issue 52, we delivered the surprise news that Nintendo are re-vamping one of their SNES-era classic puzzlers. And that, if nothing else, goes to prove one thing: you can *never* tell what they're going to do next.

VISUALS Dr Mario *aims to be easy on the eye in keeping with its retro feel.*

If you didn't catch the original, *Dr Mario* is a puzzler much in the style of *Tetris*. Inexplicably, Mario has become an MD in his spare time, and is tasked with fighting viruses. Naturally, this consists of managing the flight path of some falling coloured blocks – they're pills, see. Each pill is split into two colours; form a combo of four identically-coloured pill-parts and viruses and it'll vanish – germs and all. When all the viruses of a certain colour are gone, the like-hued big gribbly disappears from the circle on the left of the screen. It's that





△ Pukka puzzling for up to four players? Lovely.

▽ Expect plenty of hidden secret modes.

△ Don't let the SNES-like visuals fool you – it's the speed of the game that's key.

▽ Wario's still as evil as ever, then.

△ The four-player is suitably frantic.

ARIO 64

simple, yet strangely effective, and – as these screenshots show – not a great deal has changed from the NES, SNES and Game Boy versions. However, the eagle-eyed among you will have noticed that there's now an on-screen timer, leading us to believe that it should be possible to set new time records and so on. Smart.

Also, you now have a larger playing area, with less space wasted, which should come in particularly handy when you consider the game's main addition: four-player action. In the tradition established by *Bust-a-Move*, when you form a combo or chain of disappearing blocks, your opponents will receive some pain courtesy of a pile of extra pills. One problem with the N64 *Bust-a-Move 3 DX*, though, was that in order to make head or tail of the four-player game, you needed an enormous television. Even then, the low resolution made that tricky at best. With *Dr Mario*, however, it should be easier due to the fact that you're manoeuvring chunky *Tetris*-style blocks rather than that fiddly *Bust-a-Move* pointer.

MASTERY *There's now an on-screen timer, so you can set new time records and so on.*

The coding's being handled by new boys Newcom, about whom little is known, except that they just *might* be one of the two new development teams headed by NOA. And another highly curious aspect of this gaming surprise is its cost: the suggested US retail price is just $29.95 (about £21). The reasoning behind this, as far as we can tell, is that minimal development resources need to be used by Newcom to convert the old SNES code for the 64-bit era. This low price is good, sound logic which just might mean that we'll see further forgotten classics being regurgitated into the modern age. The UK price hasn't been confirmed, but we'd cough up hairballs if the game came out at full whack over here.

Another minor tweak by the developers is the inclusion of some of the newer Nintendo cast – expect cackling obesity Wario to make an appearance along with some of his new chums. That's pretty much all we'll see new in the graphics department, as *Dr Mario* aims to be easy on the eye in keeping with its retro feel. Still, it's nice to see a return to a more innocent age of gaming where your friendly game character could cheerfully lob multi-coloured pills at youngsters without prompting outraged letters from furious parents... N

TO BE CONTINUED... We'll bring you a review of the American version of *Dr Mario* in the very next issue.

FIRST PLAY OF H2O'S LONG-AWAITED FANTASY RPG!


Watch who you pick fights with.
Cook is your trusted friend and he's happy to advise.
Your home by the sea is vast, with plenty to explore.
The woman in this house heals your wounds.
Check the paths, both for items and enemies.
The landscape is littered with homesteads and inhabitants.

AIDYN CHRONICLES THE FIRST MAGE

wizards on the coast



INFO BURST	
AIDYN CHRONICLES	
FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	May	TBA

ANTICIPATION RATING

Well, it's certainly been a long time coming. After what seems like years of waiting, we've finally got hold of a copy of *Aidyn Chronicles* – and it looks like the traditional RPG the N64's been waiting for.

Aidyn puts you in charge of the reckless young orphan, Alaron, as he attempts to unravel the mysterious goings-on in the province of Gwernia and the surrounding countryside. Cursed and plagued by freakish dreams since a nasty encounter with goblins while on a mission of mercy, Alaron must gather together a band of heroes and travel the world searching for a cure.

First impressions, then. After having spent plenty of time with *Aidyn*, it's clear that we've barely scratched the surface. Quite simply, nothing out there can compete with the sheer size of H2O's creation – this is one *vast* game. In the hero's home castle alone, for example, we spent the best part of the day just wandering the battlements and libraries, chatting to guards and magicians while we decided who to take with us on the main adventure. And climbing to the uppermost point of the battlements and looking out over Gwernia demonstrated just how expansive the world really is. Sandy beaches, creepy woods and towering mountains stretch out as far as the eye can see – and all can be explored when the time comes.

LIFESPAN *With so much to explore and so many aspects to customise, this will last for ages.*

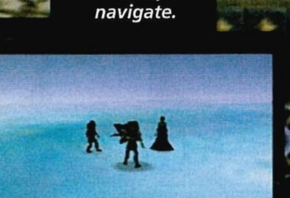
There are plenty of unexpected surprises in this near-complete version of *Aidyn*. Take the Night and Day element, and its diverse effects on your quest. Not only does it affect the appearance of the surrounding environment, but



△ You'll need the map to navigate.

△ The castle town in Gwernia is peaceful.

▽ The castle alone will take hours to explore.





▽ The winding approach to the castle is truly breathtaking – if a little drawn-out.

Alaron! You're back!

△ The Prince is not exactly amused by your little 'vacation'. Better get your excuses ready...





◁ In your dreams you encounter visions. You'll need to understand them if you are to succeed in your quest.

△ Thank God there's a compass.

△ Almost home. Check out that amazing view.

△ Quite the looker, ain't she? Just don't invite her back to your mother's.



also the characters themselves. Each member of the cast has one of two 'aspects' – Lunar or Solar – and their behaviour and performance is influenced by whether it's currently day or night.

This level of intricacy typifies *Aidyn Chronicles*, and is reflected in the reams of menu and text screens that pop up when you press Start. If you love tinkering with stats, attributes and equipment then you'll not be disappointed. All the characters' levels can be customised by distributing your battle experience points amongst particular skills – and there are more abilities than you could possibly hope for, both physical and magical.

Despite the usual niggles which plague pre-release code, like the odd jagged edge and unrefined character model, we remained largely impressed with what we saw of *Aidyn*. The story is sufficiently engrossing, the battles are challenging and there are plenty of new and innovative features to help keep it feeling fresh and exciting. There'll be a full review of *Aidyn* to get your teeth into next month when the finished version arrives in the office. In the meantime, you can drool over these fantastic new shots.

TO BE CONTINUED... Get our verdict on the *Aidyn* experience next month.

QUICK JUMP TO ▶ POKÉMON CLUB p13 POKÉMON NEW GOODS p14 PREVIEWS p16

Next-gen Nintendo: the countdown begins

GBA in June; Gamecube for 2002.

As Game Boy Advance hits the shelves in Japan, there's been a flurry of activity around both of Nintendo's next-generation consoles – including the confirmation of both machines' UK release dates from The Big N themselves.

The official news that Europe won't see the Gamecube until Spring 2002 is disappointing, but not entirely unexpected, and came after Nintendo's Atsuo Asada referred to the European date at a press conference in Japan. David Gosen, MD of Sales and Marketing for Nintendo of Europe, claimed in a press release that "Gamecube will revolutionise gaming, bringing a whole new dimension to gameplay for anyone who loves great games. The anticipation for the arrival of Nintendo's Gamecube is already hotting up."

The flipside of the coin is that, despite troublemaking rumours of a Gamecube delay from assorted Japanese financial analysts, Nintendo have already confirmed that they're "basically on track" for the Japanese and US launch dates of July and October respectively. Invitations have been sent to the US press, inviting them to the official unveiling on the 16th May – the day before the E3 show sees playable Gamecube software put in its first appearance. Meanwhile, Nintendo head Hiroshi Yamauchi believes that "This Christmas season is critically important, especially in the US" – although that only reaffirms Nintendo of Japan's bewildering belief in the European market as an unimportant backwater.

A satisfied customer. Isn't GBA a tiny thing?

Still, Shelly Friend, Nintendo of Europe's Head of PR, assures us that "We will be making more announcements on Gamecube at E3. What announcements they will be we can't say – but they'll incorporate new information for Japan, the US and Europe." Hopefully, then, we'll be learning price, launch games and even the official colours of Gamecube in a couple of month's time.

Meanwhile, Nintendo of Europe have also revealed that Game Boy Advance will appear on UK shelves in just *two months'* time, on June 22nd. That's a little later than the promised simultaneous launch with the US, but still excitingly near. "We've got one million Game Boy Advances scheduled for launch day in Europe," says Shelly. "We're anticipating sales of three million by December. Marketing will kick off in April, and we'll continue to push GBA heavily right through the year – building up to plugging the machine as the ideal stocking filler for Christmas 2001."



The usual queues formed in Japan for the launch of GBA. Mad.

Most excitingly of all, Nintendo of Europe estimate that GBA will retail for the equivalent of 120-130 Euros throughout Europe – that comes in at as little as £75 by current exchange rates. Even better, games are estimated to clock in at around £25-30 – much better than the £40 we were led to believe GBA titles might cost. Launch games for Europe include *Super Mario Advance, Kuru Kuru Kururin, Tony Hawk's Pro Skater 2* and *F-Zero: Maximum Velocity*.

You can find out why you should be counting the days until Game Boy Advance arrives over on page 18 – although it's probably best not to work out how many days there are until Gamecube's launch in the UK…

SHORT CUTS

SINGING ROBOTS

Here's a neat follow-up to our 'On The Record' feature in N64/48. Nintendo have teamed up with Japanese developers Noise to produce a soundtrack album from (you guessed it) *Custom Robo*. The double CD is already out in Japan, costing ¥3150 – which is about £18 in dog years. It features the talents of Shinji Hosoe and Ayako Saso, whose efforts have been previously heard in the popular *Streetfighter EX* series of soundtrack CDs. Good luck trying to get hold of a copy, though...



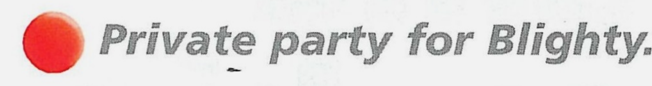
PIRACY 1

Nintendo have dropped their joint lawsuit with Electronic Arts against well-known Internet search engine Yahoo, and have come to an out-of-court agreement. In return, Yahoo will pledge to eradicate all traces of pirated software from their auction site, where it was previously rife. So, there's another sign of Nintendo getting increasingly hardcore on illegal software sellers. Which brings us to...

PIRACY 2

22-year-old American student Ryan M Carey has been arrested for posting illegal ROM images of Nintendo software on his website. This means that netheads will no longer be able to download pirate versions of NES, SNES and Game Boy games to play on their computers. Furthermore, if he's convicted of the crime, Carey could face a whopping $250,000 fine or even three years' porridge. That'll learn 'im.

Nintendo show UK



Here's a shocker for followers of the Minty Ninty: Nintendo will not be attending London's ECTS games show this September. Don't fret, though. It appears that ECTS' huge venue just isn't big enough to hold their mammoth plans for world domination...

ECTS is the main opportunity the UK press have to see future gaming projects in action and have a fiddle – it's certainly an impressively hectic occasion. But now Nintendo of Europe is pledging to avoid it, and set up its own separate event for the UK on September 1st and 2nd – in a similar way to the Spaceworld show that takes place in Tokyo every August. Apparently there's so much happening in the world of Nintendo in the next 12 months that The Big N want to create a different atmosphere from the crowded morass of ECTS, in order to show off their indubitably impressive wares. They haven't confirmed exactly what's going to be shown yet, but we'd gobble much of our headware if Gamecube doesn't appear there in all its resplendent purple glory.

The Nintendo Show 2001 is absolutely trade-only, meaning that mere punters won't be allowed in. But rest assured we'll have a full, in-depth report from the yet-to-be-announced venue when September rolls around. We can't wait!



The UK is set to get its own version of this, the Tokyo Spaceworld show.

Gamecube round-up

1,001 128-bit delights for you...

There's plenty happening this month in the world of Gamecube – and with Alan's ear glued permanently to the ground, we're able to bring you every last drop of gossip.

Most intriguingly, Sega's Sonic Team have been hinting provocatively at the possibility of *Sonic* making an appearance on Gamecube, alongside the Sega RPG that we revealed last issue. "Sonic himself is probably thinking he wants to take a run on other platforms", they say. Lawks!

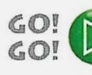
Nintendo, meanwhile, are quietly feeling the public out on what they liked best about *Wave Race* and *1080°*, via www.nintendo.com, which all but guarantees we'll see spiffy new versions rather soon. Last issue we reported that *Dinosaur Planet* would probably be making its way to Gamecube, but Shigeru Miyamoto recently japed in an interview that he'd call up Rare and ask them to redesign it for the *Starfox* cast. Experience has taught us to listen very carefully to what Miyamoto says in jest...



1080 Snowboarding for GC? Be still our rapidly beating hearts...

An interesting development has taken place with Retro Studio's *Metroid*. Jes suggested last issue it would appear as a first-person shooter – since then, rumours suggest it's actually a first-person *adventure*. So, expect a somewhat *Zelda*-esque blend of fighting and more intelligent gameplay, with the camera switching to third-person for those patented rolling-into-a-ball Samus moments.

And there's more. Namco have finally confirmed that they have a dev kit (*Ridge Racer* or *Tekken*, anyone?), whereas THQ are rumoured to be working on a *Snoopy* game and a *Hot Wheels* title. *Pilotwings* helmers Paradigm are definitely on board now, as are Left Field, who are currently employing track layout designers to work on *1080°* or *Excitebike*. Phew! More on these pleasures as it comes in.



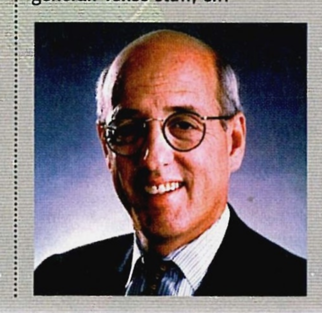


NAUGHTY!

In the frenzied rush for Game Boy Advance screenshots and publicity, a number of websites have been fed mocked-up screenshots instead of the real deal. Principal culprits include Majesco's *F14 Tomcat* – batches of shots from that and others are simply their SNES equivalents, rejigged to look a bit GBAish. Have no fear, though. Our screenshots this issue – see the colossal feature over on page 18 – are 100% on the money.

HEATED DEBATE

It seems Nintendo are compensating for their lack of presence at ECTS this year by having a chinwag with Sony and Microsoft at E3 – the Los Angeles expo where the big hitters in videogames traditionally tout their hottest properties before the press. The day after a barrage of Gamecube and GBA products are unveiled, Peter Main of Nintendo of America will publicly debate with Sony's Kazuo Hirai and Microsoft's Robbie Bach about the future of the industry in general. Tense stuff, eh?



CONKER MERRIMENT

The *Conker's Bad Fur Day* promotions have gone suitably crazy. Nintendo have hosted some debauched parties in Florida and Texas nightclubs, challenging clubbers to "grab the most tail" with temporary tattoos... The party continues on www.conker.com where over-18s can view some very suggestive advertising movies and moving gameplay footage. All this hasn't floated the boat of US toy chain KB Toys, who have wisely deemed the game too mature to carry in their shops. Can't imagine why. Were the adverts in Playboy not persuasive enough?



Party animal

Conker fans go nuts at Bad Fur Day *shindig.*

THQ added another seedy show to the plethora of cinematic filth on offer in Soho by showing *Conker's Bad Fur Day* to an amused/appalled press in Leicester Square...

A number of assorted journos gathered for a few drinks and a talk-through of the game from the *Conker* team – and we're proud to report that the bloke who voices Conker actually looks a bit like the squirrel himself, but the poo monster does not. Lucky for him. The decidedly plush mini-cinema in the bottom of Planet Hollywood was the ideal environment for enjoying *Conker*'s stunning visuals and ear-melting Dolby Surround soundtrack – and for the 'mature' mainstream press like Loaded and Esquire, it was the first opportunity to get a taste of *Conker*'s special brand of filth.





It all looks innocent enough...

But just take a look inside!



In between the presentations, we managed to grab a goodie bag of naughty *Conker* paraphernalia. If you fancy owning an 'activity' book, some fake dog poo, a T-shirt and a *Conker* beer mat, just answer this simple teaser:

***Conker's Bad Fur Day* started life as which cutesy platformer?**
a) Mr Nuts
b) Twelve Tales
c) Mario 64 2

Scribble the answer on a bit of paper (preferably not of the toilet variety) and send it to...
Conker's BFD Compo
N64 Magazine
30 Monmouth Street
Bath
BA1 2BW

To reach us no later than 22nd May, please.

Game Boy hip

GBC advertising hits the trendy press.

Remember last issue we brought you the winners of the inaugural Game Boy Color Photography Awards? Nintendo have since implemented Phase Two of their plan to strike into the heart of the mainstream press and make Game Boy Color (and, eventually, GB Advance) attractive to the cappucino set.

Full-page adverts featuring winning shots from February's awards have appeared in magazines like *The Face*, *i-D*, *Dazed 'n' Confused* and *Sleazenation*. Specifically, the image to the right – snapped by the highly-commended Susan Sherry – has been used in a campaign praised by PR/marketing bible *Campaign* for its inventive use of intriguing images.

The competition's winner Paul Abbitt's image appeared in the April issue of *The Face*. The ads are pretty stark affairs, carrying only a logo and details of the website www.gameboygallery.com, where netheads can peruse all the shortlisted images. Be aware, though – there's some fairly suggestive stuff there, so don't pay it a visit unless you're old enough to be able to remember Peter Davison playing Doctor Who.

You can see this image in The Face magazine.

Nintendo – breeding a whole nation of dribblers.



The campaign will develop as the UK release date of Game Boy Advance draws near – expect to be hit with a barrage of mildly kinky pics of folks in unlikely poses with their handhelds...

Pokémon CLUB

WIN! Turn the page for our regular round-up of Pokémon-related goodies, plus the chance to win a natty Game Boy bag!

Turn to this page every month for the latest Pokémon news!

May 2001

62 Credits

CELADON TIMES

The Pika Paper for Pokémon!

NEXT-GEN POKÉMON

Following on from their promise that the Pokémon franchise will continue and expand on their next-gen consoles, Nintendo have confirmed that they have a GBA *Pokémon* game in production even as we speak.

Along with the announcement came images of three brand new Pokémon – Luri Luri, Hoeruko and Kakureon – who will be included in the new adventure, and a sneak peek at a new trainer. Of all the new characters, it was Luri Luri who provoked the most attention, as the little blighter looked suspiciously similar to *Pokémon Gold/Silver* monster Marill. Whether or not Luri Luri is a pre-evolved form or evolution – or neither, for that matter – is still unknown.

Unfortunately, if you want to know more about these new additions, you'll have to wait for the fifth Pokémon Movie, which will hit Japanese cinemas around summer time. The new trainer and those new Pokémon will feature in the film's storyline.

Together with this exciting news, Nintendo announced details of the Game Boy Advance Card Scanner, which will slot into the back of your GBA and allow you to scan Trading Cards for trading and battling, as well as unlock extras in certain games. Check out Alan's Game Boy Advance feature on page 18 for more details about this cheeky new gizmo. In the meantime, we'll keep you fully informed of any new developments on *Pokémon GBA* as and when they happen. Bet ya can't wait!



△ The GBA scanner – a new world of card-based gaming awaits.

Luri Luri

Could this possibly be an evolution of little Marill? We're certainly hoping so.



Trainer

Early signs show that this lovely lady will be the GBA adventure's brand new heroine.

Hoeruko



This fella looks suspiciously like a whale – and we're in love with him!

Kakureon

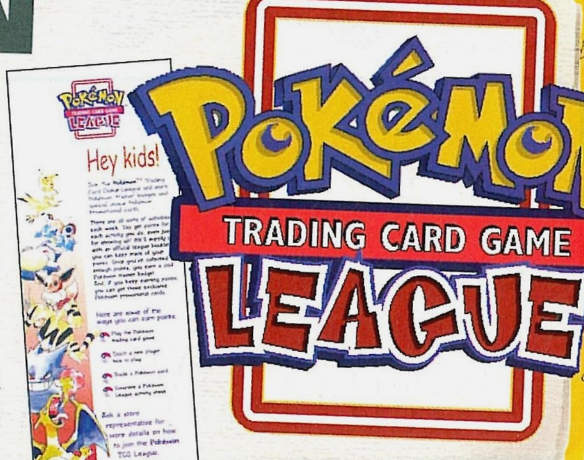
Cripes. Check out the chameleon-like eyes on this new reptilian-style next-gen Pokémon...

TCG LEAGUE IN FULL SWING

The Pokémon Trading Card League is finally underway, with events occurring nationwide. Every week you'll have the chance to battle with collectors and players from the UK, as well as trade for rare cards and pick up tips from the experts.

Join and you will be given an official League booklet with which you can pick up points for participating in events, trading cards with fellow collectors, playing games against other Pokémaniacs and teaching newbies how to get started. You'll be able to exchange these points for free gifts – and some ultra-rare promotional foils, exclusive to members of the League.

If you fancy your chances against the finest *Pokémon* fans in Britain then get yourself over to your nearest Warner Brothers Store or Woolworths and ask a member of staff to show you how to enrol. A worthwhile endeavour indeed for any TCG enthusiast wishing to prove their own might.



POKéMON NEW GOODS

YOUR MONTHLY ROUND UP OF ALL THINGS POKéMON!



GAME BOY BAG 1

Planet • High St • £4.99

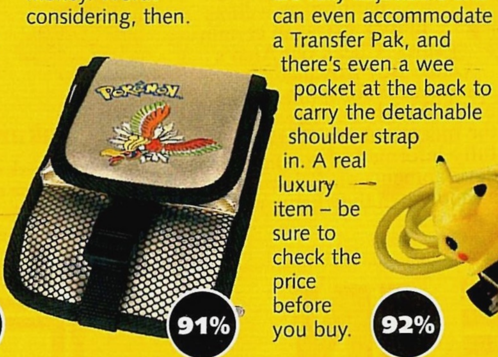
Here's an interesting one – it has a transparent pocket so that you can play your Game Boy without getting your grimy, revolting sweat all over it. Which is probably a good thing, though hardcore gamers might not like the slight loss of control you get from the Game Boy being enclosed in wipe-clean plastic. However, this is one of those bags with space for up to eight games, and there's nothing wrong with a bit of that. Quite a decent budget bag, then – plus it comes in the new *Gold/Silver* colours and sports new 'mon. All in all, a worthwhile purchase, and recommended.

90%

GAME BOY BAG 2

Planet • High St • £7.99

Take a step up in the world and you get to this little jobby. It also has a delightful transparent case for the fashion-conscious, though this one comes equipped with a lot more space to cram games, add-ons, cards and damage counters into – we find it also makes an ideal receptacle for spare change and stray items of confectionery. The front sports a kinky little bit of netting that says 'Hey! I have a Game Boy *and* I'm stylish!'. The price tag means it's not exactly a casual purchase, though we've seen far worse efforts for the money. Worth considering, then.



91%

GAME BOY BAG 3

Planet • High St • £TBC

Now you get to the Rolls Royce end of the market. When nothing but the very best will do, it's time to splash out on one of these hefty items of luggage. Curiously, when we strolled round the streets of Bath with this puppy slung shoulderwards, most people thought it was a camera bag. The velcro compartments within are fully adjustable and can even accommodate a Transfer Pak, and there's even a wee pocket at the back to carry the detachable shoulder strap in. A real luxury item – be sure to check the price before you buy.

92%

PIKACHU LINK CABLE

Kemco • High St • £12.99

Another link cable, eh? Zzzz… What's that? Pika, you say? His little feet perch on the top of the Game Boy? Now that's a great idea. This provides the perfect link if you happen to fancy a bit of the 'mon. The lead is three feet long, allowing you to avoid inhaling your enemy's noxious odours by keeping a healthy distance. The cable's release is designed to coincide with the launch of the new *Gold* and *Silver* games, which seems like a smart idea with so much renewed interest in linking and battling. We reckon hat price tag is liable to put more than one Pokémon fan off buying, though…

71%

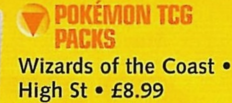


POKéMON VIDEOS

Nintendo • High St • £9.99

There's nothing like a new batch of the TV series, eh? This time it's volumes three and four, each containing three episodes. Volume three sees Ash and co running into a rival who's got his sights set on 100 straight victories. Volume four is set at a Pokémon spa guarded by a Bulbasaur. Of course, Jessie and James aren't too far away. If you haven't already seen this little lot on telly, chances are you couldn't give a monkey's. Nonetheless, it's a pleasingly moderate price tag. Put your feet up, eat something with loads of sugar and put on these tapes. There are worse ways to spend an afternoon.

81%



POKéMON TCG PACKS

Wizards of the Coast • High St • £8.99

They've finally arrived then. The all-new *Neo Genesis* TCG Starter and Booster Packs are doing the rounds in the shops right this minute – and we'd advise you to snap them up sharpish. Featuring all the Pokémon from *Gold* and *Silver*, there are some excellent basic and evolution cards in here that will enable you to create some very powerful decks. – and feature some superb Pokémon artwork. There are two main starter packs at the moment – *Cold Fusion* and *Hot Foot* – both of which are equally balanced in terms of the power of the cards inside. The choice is really down to your preference in Pokémon.



82%

WIN! GAME BOY BAG

Tempted by something you've seen? We have the slinky fishnet bag to give to one lucky reader who can provide the answer to the following simple question…

Which Pokémon might you reasonably expect to find floating around in a bowl of spaghetti?

a) Entei
b) Pichu
c) Bayleef



Attach the answer to a postcard or sealed-down envelope to:

"I Like Fishnets" Compo
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW

To reach us no later than 22nd May 2000. And only one entrant per household, if you please. Ta very much.

WIN!

GAMESTER GOODIES UP FOR GRABS!



The office is positively busting with prizes this month. Thanks to those generous types at Radica UK, we have over *70* Game Boy goodies to share with you. Everything's here, from link cables to wallets and some pretty tasty-looking spotlights.

So, if your Game Boy or Game Boy Color is feeling a little naked and lonely this spring, make its day by winning some of these top-quality peripherals. Or, alternatively, give Gamester themselves a call on 01992 503133, or trundle over to their info-packed website at www.radicauk.com.



FOLDING LIGHT MAGNIFIER

Fitting beautifully to your Game Boy's slender frame, this sleekly designed wonder folds flat down for enhanced portability. When in use, it has superb magnification and lights your screen like a dream. If you want to see every pixel of your Lv78 Jiggypuff, then this is the babber for you.

15 TO WIN!

TRI-FORMAT LINK LEAD

Available in yellow, silver, purple and black, these high quality leads allow you to connect two Game Boys together – as if you didn't know. They're of a fantastically very high quality, so if you don't own a link lead of your own already, you'd best send off the compo form pronto.

15 TO WIN!



SPOTLIGHT

'Funky'. That's the only way to describe these brilliantly-designed spot lights. With a minimum of glare on-screen and tidy Scuba-style battery pods, this is one of the finest game lights we've seen. If you don't have one, you know where to get one…



GAME BOY WALLET

There's nothing worse than grinding your Game Boy on the pavement after slipping on some frozen Tizer. But by keeping your GB in this tough padded wallet, your portable friend and two of your fave games can remain safe and sound.



GAME BOY HARDCASE

Like the Wallet, this is meant to keep your Game Boy free from harm. This time, though, anyone wishing to deal damage to your pocket plaything will have to be pretty handy with a mallet – because the case is rock-hard. If all else fails you can always confuse them with the trippycolours.



cut out and send

HOW TO ENTER

If you're feeling lucky, and fancy getting your hands on any of the 70 prizes offered by Radica, all you have to do is answer the very simple question below, then send it to us!



In this month's Planet Game Boy, how many new Capcom games were featured?

a) 3
b) 5
c) 12

Just circle the correct answer then fill in the form below – making sure it's fully legible, please. All entries to be in no later than the 24th May, to the following address.

GAMESTER GIVEAWAY

N64 Magazine
Future Publishing
30 Monmouth St
Bath
BA1 2BW

Name..
Address..
....
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....
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Q & A

So why the delay, Mr THQ?
Almost certainly something to do with that surprise release of Conker's Bad Fur Day. Thanks to that, Indy is about to go head to head with THQ's own Aidyn Chronicles in mid-May.

So which is the one to go for?
They're both rather sedate games, but Indy's a much more diverse title. The stubbled adventurer gets to explore arctic wastelands, balmy jungles and dusty catacombs on his travels, while Aidyn's Alaron is stuck in medieval forest.

Atmospheric, then?
With Factor 5 behind it, Indy's guaranteed some astonishing aurals. Sadly, Harrison Ford couldn't lend his voice to the game's Dr Jones, but the hired impersonators supply some superb speech.

INFO BURST

INDIANA JONES	
FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

UK	US	Japan
May	Now	TBA

ANTICIPATION RATING: 4/5



Here's the context-sensitive B-button doing its 'thang'.

Sadly, Indy's run is a tad camp.

This chap doesn't look friendly. Indy's arch-nemesis, perhaps?

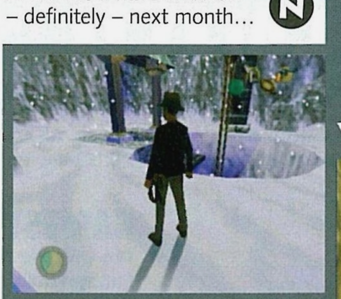
Thanks to a Zelda-style lock-on, shooting bad guys is dead easy.

Indiana Jones and the Infernal Machine

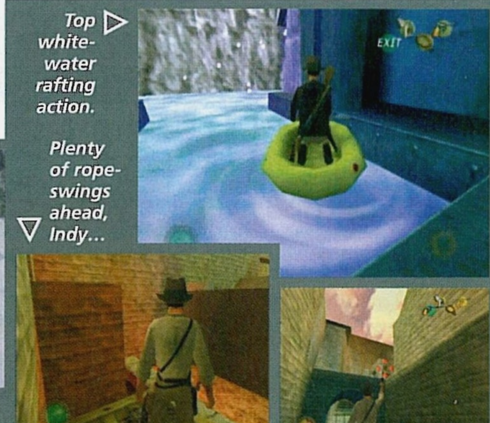
Calling Dr Jones, Dr Jones.

Yes, we know. We promised that we'd review this curious mix of *Tomb Raider* and *The Legend of Zelda* in the issue you're holding in your very hands. But release dates being release dates, things didn't turn out quite the way that we – or indeed THQ – planned.

Still, we landed ourselves a near-finished copy this month, and we're pleased to report that the Indy epic is shaping up very nicely indeed. The puzzles owe more than we expected to the adventures of Lara Croft – there's plenty of block-shoving and shooting at rabid animals – but the *Zelda*-like control system works a treat, and the numerous levels are quite beautiful to boot. We'll have a review – definitely – next month…



Factor 5 have rustled up some splendid weather effects.



Top white-water rafting action.

Plenty of rope-swings ahead, Indy…



NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Pokémon Stadium Gold/Silver

Australia's battling away already.

Imagine it – top-notch Poképlay from a whole new breed of the world's favourite pocket critters, with the quality of graphics you only get from some of the world's most respected developers.

Pokémon Stadium G/S is closer than you think, though paradoxically it's actually a long way away... What we mean is that a PAL version of the game goes on sale *today* – but that's in Oz, so try a shop there like Tunzagames (www.tunzagames.com.au) if you can't wait for the UK release.

The reason for us previewing the game *after* the review of the Japanese version (**N64**/52) is that we've got our hands on the very first English-language shots. And for those of you who missed the review, *Stadium* doesn't offer too many surprises – apart from the new 'My Room' feature, possibly inspired by that Beach Boys song, where you compete for items which you can then view and enjoy afterwards. Pleasing in a simple sort of way, that.



Pokéball pretty... ▷

▽ Erk! Best leg it.

△ Dude, where's my Geo? Ha.

△ Gym Leader Castle's had a lick of paint since we were last there.

The updated version of the original's Run, Rattata, Run minigame. Tops. ▷



INFO BURST

POKÉMON STADIUM G/S	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	Yes

WHEN'S IT OUT?

US	UK	Japan
Mar 26	Oct	Now

ANTICIPATION RATING

Q & A

What about minigames, eh?
There are more of 'em, for sure, and they're more enjoyable than the previous haul. There's a simple reflex-based game where you have to jump into the middle to snaffle some fruit, and similar finger-mashers.

Best of the lot?
For our money it'd have to be the four-way air hockey jobbie, which features the delectable Mr Mime.



Is this really worth buying?
It's perhaps best suited to the Pokémaniac in the family. Those unfortunates without a GB Pokégame might be able to live without it.

Sounds a bit of a kids' game...
You'd be forgiven for thinking so, but there's such a plethora of options available to you, from the simplistic to the arduous, grown-ups will also find it very engaging to play.



NES games? Really?
There's one to play in each house, and we've seen classics like Donkey Kong and Balloon Fight, which even on their own would be quite worthy of our attention.

The dawn of a new age of gaming?
Quite possibly. Immersive worlds with near-total freedom of choice rank highly in our book, and technology is reaching the point where such things are increasingly feasible. We'll let you know for sure in an import review soon...

Animal Forest

Wild thing, I think I love you.

△ Nope, this kitty's not Doraemon.

△ Elvis has definitely left the building.



Time for us to start Japanese evening classes, it seems... ▷

Looks like a picnic's on. Yum. ▷

We've had a beady eye on Shigsy's 'pet' project for quite a while now, since he's been claiming it'll be a watershed for gaming as we know it. It's one of those rare, open-ended titles where you can decide from moment to moment how you want to play the game.

This means that your mood will affect what you see, and Shigsy's grand plan is that the game will become a conversation point for families. Aw, bless. Essentially, your personal choice of lifestyle will be reflected in what happens to you in the game. If you're diligent, you can work, while frivolous types can frolic with the butterflies. And if you're anything like us, you'll stay in one of the houses playing NES games...

We're highly intrigued by this little beauty, and are very much looking forward to getting our hands on an import copy in the near future. Roll on March!



INFO BURST

ANIMAL FOREST	
FROM:	Nintendo
CART SIZE:	TBA
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	March

ANTICIPATION RATING



Advertising for the handheld has yet to be seen in the UK, but it's all kicked off in the homeland. Of the four Nintendo-grown launch titles there, three have their very own TV ad – only poor *Napoleon* comes up short. The ads are targeted at the younger audience, with the exception of *F-Zero: Maximum Velocity*, which features a very excited teenager. Nintendo are strongly emphasising the 'one cartridge, four players' angle – a major selling point.

Crisp, eh? Just imagine it – these could be your hands...



GAME BOY

Advance warning of a revolution in handheld gaming.



Game Boy Advance will redefine the way we play games. Pure and simple. Not only is it streets ahead of anything portable gaming has ever seen, but it will also serve as an optional controller for Gamecube. Frankly, we drool over the creative possibilities.

Until the arrival of its cuboid next-generation counterpart, however, the GBA still means SNES-quality entertainment in the palm of your hand. On the bus, in the street, or just snuggled up in bed. Enjoy.

INCOMING!

The best of the games winging their way to GBA.

KONAMI

Those long-standing software stalwarts from Japan are bringing the world a new incarnation of their popular vampire-slaying platformer *Castlevania* with *Circle of the Moon*. Also on the cards is *ISS 2000*-style RPG footballer *J-League Pocket*, and a straightforward golfing game, *Golf Master*. Nicely



Ah, J-League – the source of ISS. Now that's quality.

There's a lot going on with Golf Master.

NAMCO

Just as we went to press, Japanese developers Namco – the folk most famous for classic racing series *Ridge Racer* – announced that they've got a new version of cutesy platformer *Klonoa* in the works for GBA. It looks gorgeous, and should provide a worthy challenger to *Rayman GBA*.



Static cut-scenes, but still mighty fine.



Platforming ahoy for Game Boy Advance, then.



SCREEN GENIE

GBA caused some controversy with its decision not to go with a backlit screen, but at least it'll be sharp. The technomancers at Nintendo HQ have managed to squeeze a 40.8mm x 61.2mm LCD screen onto the front, increasing resolution by a hefty 66% to 240x160 pixels. Some games manage to look even better and crisper than SNES or PlayStation efforts, displaying a healthy 32,000 colours.



HUDSON

Bless 'em, they've already written an instalment of *Bomberman Story*. With four playing, this could be the return to classic form we've been waiting for.

NINTENDO

There's more to see over the page, but we had to squeeze these beauties in. *Tactics Ogre* should cater for the war-sim/RPG end of the market, whereas *Magical Vacation* comes from the Brownie Brown stable and is a 'communication'-type co-operative action RPG. *Fire Emblem: Maiden of the Dark* is a retelling of classic RPG *Secret of Mana*, while *Napoleon* is a head-to-head real-time strategy game about revolutionary warfare – yippee! Best of Show award has to go to *Mario Kart Advance*, which some say is better than even the N64 version…







Real-time strategy made possible with 32 glorious bits.

ADVANCE



Earthworm Jim will work nicely with little 'wiggling' needed.



And who said Yoshi's glory days were over? We're wondering what those shoulder buttons will do.

SNES CLASSICS

Much to our pleasure, GBA will be laden with retro classics from the SNES era. Nintendo's Director of Corporate Planning, Satoru Iwata, has recently confirmed that ***Yoshi's Story***, ***Yoshi's Island***, ***Super Mario Bros 3***, and ***Super Mario World*** are in the works, and Capcom have announced ***Final Fight***, ***Breath of Fire*** and ***Street Fighter II*** (see page 26). And then there's ***Metroid*** – but of course it would be scurrilous of us to suggest a possible link-up with the upcoming Gamecube version…



Heart of Darkness, another one-time classic that's up for an overhaul.

GO! GO!



To be fair, the way carts jut out the back isn't ideal.

Pressing L or R allows you to stretch or shrink the GBC display at will. A fantastic addition.

BACKWARDS COMPATIBILITY

A major selling point of the Advance is its ability to play Game Boy and GBC games straight out of the box. True, these carts stick out of the top, but you are offered the possibility of playing your old favourites in a peculiar new GBA screen ratio – hold L and the game will be stretched sideways to fit onto the new display. It's been revealed that a few titles won't work, mind – check out page 26 to see which.

F-ZERO: MAXIMUM VELOCITY







In technical terms, this is about as close to the stellar SNES original as you could get, and it utilises Mode 7, too – a 2D graphical technique designed to give the effect of 3D. *F-Zero: Maximum Velocity* still tilts a top-down view towards a horizon, and combines top handling with eye-blistering speed, but you can also take on three chums with just one cartridge, while if each player possesses a cart you'll be able to play on more tracks. Despite being set 25 years later than SNES F-Zero, the game is very similar to its forebears – pick up power boosts, indulge in argy-bargy, zoom along way too fast and spin off, stop on the power strips to load up on energy, and so on. Top stuff.

SPEED!



What we can't convey with these screenshots is how unfeasibly *fast* this little gem is. Speed has always been *F-Zero*'s calling card, but this is getting ridiculous. It's the fastest episode to date, and truly a racing game that will put so-called 'hardcore gamers' to the test. Roll on the office showdowns…

MARIO ADVANCE

NES romp *Super Mario Bros 2* has been dusted off, perked up and brought bleary-eyed into a new age. Based on Japan-only platformer *Doki Doki Panic* (see Retroworld, **N64**/52), *Mario Advance* is a beautifully versatile 2D platformer featuring four playable characters with their own specific strengths and the ability to pluck stuff out of the ground to lob at all your favourite Nintendo opponents. Thankfully, though, the game more closely resembles the SNES update contained in the *Super Mario All-Stars* compilation. There are a load of new features like oversized enemies and enormous fruit, so veterans won't be disappointed with this one little bit. A worthy flagship title indeed.





The four characters each have their own unique abilities. Choose wisely!

The multiplayer is impossibly addictive. Yep.

WHO?

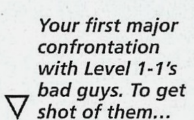
A central feature of *Doki Doki Panic* was the ability to switch between four characters. In *Mario Advance* you can use all-rounder Mario, double-jumping Luigi, floating slowcoach Peach or mushroom-headed Toad. Moreover, four can go head-to-head for competitive smashing and grabbing…

MARIO ADVANCE: LEVEL 1

Experience the first few minutes of the Game Boy Advance's most anticipated launch game. Just try not to get *too* excited, now…

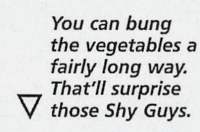


The level starts with Mario dropping down a series of cloud platforms – they're new to GBA.





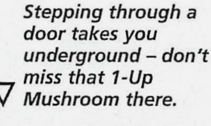
Your first major confrontation with Level 1-1's bad guys. To get shot of them…



…haul a huge vegetable from the earth and chuck it their way. Ha!



You can bung the vegetables a fairly long way. That'll surprise those Shy Guys.



POW blocks give all ground-based enemies a fatal heart attack. Bless.



Stepping through a door takes you underground – don't miss that 1-Up Mushroom there.

CHUCHU ROCKET!

Originally seen on Dreamcast, this is Sega's first game for a 'rival' console, and frazzlingly compulsive it is too. Guide your little mouse things (ChuChu) into the rocket to win – hence the name, see? The ChuChu move in a straight line until they hit a wall or get redirected by arrows placed by the player. However, numerous cats are out to cause trouble by eating said ChuChu en route, or by diving into your rocket and chowing down. The game's been developed by the team behind Sonic's larks, and features a massive 2,500 levels designed by Dreamcast players. There's a variety of modes that are sure to play havoc with you, a level creator and enough fun to make *ChuChu Rocket!* as minty as a packet of Trebor's.





MULTI!

The real fun starts when you link four GBAs together to have a game. You can either play honourably and direct mice, or you can mess with everyone else's plans. *ChuChu* was one of the DC's best pastimes – and it's a serious cause for celebration on Game Boy Advance.

Move the cursor around to place the arrows. Sounds so simple, doesn't it? Lovely.

RAYMAN ADVANCE

Ubi Soft's flappy-eared platform hero has provided the world with some of the prettiest adventures we've seen so far. Since his origins on the humble Atari Jaguar, and then as he moved through his Game Boy Color, PlayStation and Saturn incarnations, he's been renowned for his colourful, surreal platforming antics. Rayman's curious body is the source of most of the fun – he can send his fists flying, hover with his rotating ears, grab onto rings in the air and so on. The GBA version will have a two-player 'capture the flag' mode and over 60 levels. We'll admit that Rayman hasn't quite been our favourite mascot over the years (**N64**/35, 73%), but he certainly is beautiful to look at.





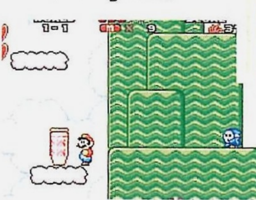


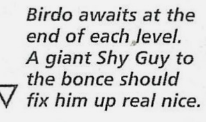
WHAT'S THE STORY?

Typical platform hero stuff here, really. Mr Dark (no, not Jo's father) has kidnapped the Toons, who provide the world with energy. So it's up to Rayman to free them, while engaging in zany acrobatics in a variety of pretty worlds. Who would have thought it, eh?



These coloured pots are a fresh addition to the GBA version of the game...





...and by jumping inside them, you'll find a colourful world of fun.

Birdo awaits at the end of each level. A giant Shy Guy to the bonce should fix him up real nice.



FOUR-PLAYER

We smile to ourselves when we think that GBA will rely quite heavily on four linked consoles. Using a specially-designed four-way cable, gamers will be able to enjoy competitive/co-operative fun, but the best bit is that many of these titles will only require one cartridge. Already we're looking forward to *Mario Advance, F-Zero: Maximum Velocity, Kuru Kuru Kururin, ChuChu Rocket!, Golden Sun...*



THE POWER

Game Boy Advance still employs the services of two AA batteries, but the amazing thing is that battery life has been extended from GBC's ten hours to a conservatively-estimated 15 to 20. And that's despite increased screen power and a beefier speaker. Sensibly, Nintendo are also offering a rechargeable battery pack and mains adaptor, which should weigh in at around a tenner. Sweet!

KURU KURU KURURIN



This crazy stick-rotating puzzler has been the face of GBA for quite a while, and with good reason. You are a spinning wand who has to negotiate hazard-laden levels to find your way to the exit. Hit the sides too many times and it's all over. Not so simple when you have pistons, springs, cannons and huge rolling spheres conspiring against you. We've tried it and the initial concept is quite hard to master, but you soon get engrossed in some inventive, challenging fun. It can be linked up to allow four chums to race through levels as quickly as possible.






CARD READER

Pick a card, any card... Nintendo have announced details of a spiffy trading card scanner that'll slot into the top of the GBA. When it's connected, you'll be able to swipe a pre-made Pokémon Trading Card through it to download data like sounds, evolution and health of your monster into your game. Not bad, eh?



This little add-on will have Trading Card fans wetting their pants.




WAIWAI RACING

From the beginning, *WaiWai* has bravely squared up to *Mario Kart Advance*. Those in the know aren't expecting Konami's speedily-paced racer to completely blow *Mario* off the GBA's tiny screen, but it should cater for those folk who don't like their drivers to have mushroom-like heads. Mind you, don't expect complete unknowns. Konami have dipped into their considerable back-catalogue of game characters to provide the cast – expect to see Goemon, some baseball players from *Jikyuu Powerful Pro Baseball* and the Octopus character from amusing *Gradius*-spoof *Parodius*. Rest assured, we'll bring you the lowdown of *WaiWai* as soon as we get our hands on a finished copy.

GAME BOY WARS ADVANCE

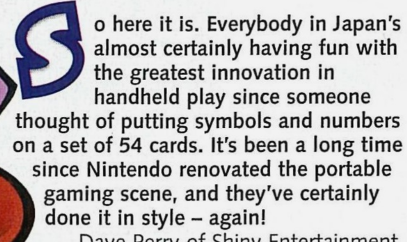
Intelligent Systems have continued their successful series of Nintendo-style war games with a multiplayer battle sim that looks decidedly enjoyable – though the bad news is that it probably won't see a release over here. *Game Boy Wars Advance* will allow four players (with just one cart – yup) to use tanks, cannons, planes, helicopters, and heavy artillery to do battle. There's a surprising amount of depth and intricacy to the gameplay, plus impressively action-packed animation. And all in a cutesy, cartoon stylee.







Game Boy Wars is incomprehensible to most Westerners at the mo, but still a whole load of fun.



So here it is. Everybody in Japan's almost certainly having fun with the greatest innovation in handheld play since someone thought of putting symbols and numbers on a set of 54 cards. It's been a long time since Nintendo renovated the portable gaming scene, and they've certainly done it in style – again!

Dave Perry of Shiny Entertainment recently put foot squarely in mouth, proclaiming that Game Boy Advance takes only "baby steps" in technological and gameplay terms, and isn't the next-generation watershed that it should be. Poppycock! Take a glance at these pages and you'll swiftly be persuaded that the future definitely has shoulder buttons and comes in three stylish colours.

For a lot of (tremendously wise) people, the real importance of Game Boy Advance lies in its ability to link up to Gamecube. These two are more than kissing cousins, it seems, so the inevitable success of one might just do a lot of favours for the other. And we like the sound of that. The innovations don't stop there, of course. In a rare moment of gaming sweetness, it's been confirmed that 'most' multiplayer games will only require the use of *one* cart. Excellent news.

Even more cause for celebration is that it looks highly likely there'll be no difference between UK, US and Japanese GBAs. So you'll be able to import the hottest titles from across the sea and plug them straight in. Mint.

Game Boy Advance – a beautiful thing. Roll on June's UK launch. 

MASTERY

...the future definitely has shoulder buttons and comes in three stylish colours.





GOLDEN SUN

Camelot, who were responsible for the Marios *Tennis* and *Golf* as well as the Sega Mega Drive-era *Shining Force* RPG series, are working on the delicious-looking sound-and-colour fest *Golden Sun*. It looks like the game will take the current trend of cooperative RPGing into the next generation with the link cable, though this is by no means certain yet. The overhead perspective is alternated with a sideways-scaling turn-based combat view, while the story is typical fare: four elemental teenagers have to save the world from evil disaster using colourful magic attacks. A Gamecube link-up has been hinted at, too. Mmm...



An RPG to die for – and in time for Japanese launch day. Hurrah!

WANT TO BUY ONE?
If you feel that Lady Luck is no friend of yours and will deny you the spoils of our fantastic compo below, you might be looking for a guaranteed way of getting your hands on a Game Boy Advance. Help is at hand – the lovely CA Games offer Japanese GBAs and a whole raft of its games for unnervingly reasonable prices, and they'll deliver straight to your door. Give them a call on 0141 334 3901, or visit their website at www.cagames.co.uk – and don't forget to tell them we sent you!

WIN! A GAME BOY ADVANCE AND 15 GAMES!

No need to pinch yourself – you aren't dreaming. Thanks to the generous chaps at importers CA Games and a host of publishers, you could win yourself a shiny new Game Boy Advance *and* the entire line-up of US launch games to play on it. That's almost £500 worth of next-gen gaming goodness! To enter this stunning compo, you'll need the answer to this poser:

Which GBA title is based on an old NES game called *Doki Doki Panic*?

Scribble the answer on the form below, fill in the tie-breaker in no more than 15 words, then send the whole caboodle off to: **GBA is AOK, N64 Magazine, Future Publishing, 30 Monmouth St, Bath, BA1 2BW**. Closing date for entries is 22nd May 2001. Good luck!







WHAT'S UP FOR GRABS

A Game Boy Advance, *Super Mario Advance* and *F-Zero* from CA Games • *ChuChu Rocket!* from Sega • *Rayman* from Ubi Soft • *Tony Hawk's* from Activision • *Iridion 3D*, *Pitfall* and *Fortress* from Majesco • *Ready 2 Rumble Round 2* from Midway • *Top Gear GT* and *Tweety and Sylvester* from Kemco • *Army Men* and *High Heat Baseball* from 3DO • *Dodge Ball Advance* from Atlus • *Fire Pro Wrestling* from BAM!

cut out and send



THAT GBA'S MINE!

The answer to your pitifully easy question is:

....

I deserve a GBA because: ....

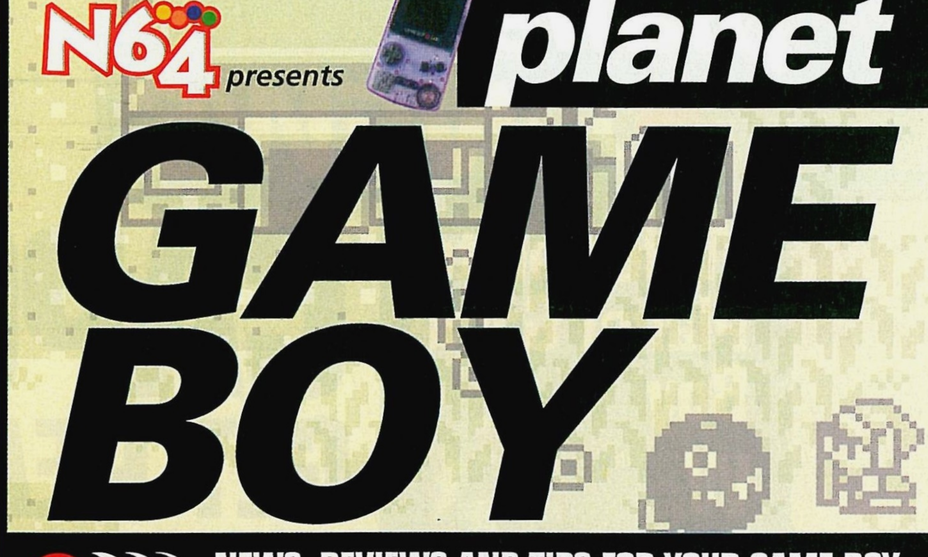
My name is: ....

And I live at: ....

Postcode ....




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NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY COLOR, POCKET, CAMERA AND PRINTER

REVIEWED THIS ISSUE!

ZELDA GBC



page 35

Two reviews in one – we finally get to grips with Nintendo's incredible new adventures.

TOY STORY RACER

page 34

Prepare to be amazed. A Disney license in the running for Best Game Boy Racer Ever.



POKÉMON GOLD/SILVER

THE GB'S FINEST GETS BIGGER AND BETTER THAN EVER!





PLUS

- Previews of… Rainbow Islands • Alone in the Dark
- Game Boy Gallery – The general public's sick imagination revealed!

ISSUE 29
May 2001

Welcome to Planet Game Boy

Where do you start, eh? It's bad enough getting anything done around here at the best of times – but from now on, things are going to be a nightmare.

You see, just before we went to press, the office was graced with the presence of the sleekest, sexiest, most exhilarating gaming wonder the civilised world has ever seen. Nintendo's gorgeous new handheld has arrived, and everyone, without exception, has been dribbling like fools at the mere thought of getting a piece of the action.

We've done nothing but cradle Game Boy Advance like a new-born child since the day it arrived, and with good reason, too. The amount of people we've had through here trying to get their grubby little paws on the miracle handheld is near-unbelievable. Rest assured, though, we'll defend it with our lives in order to give you the low-down on all it has to offer next month.

Enough of that, though. Despite the arrival of Ninty's new marvel, your trusty 8-bit warhorse has more than enough to shout about. *Pokémon Gold* and *Silver* are here in the UK at last, and they've both been played to death – check out the full six-page review overleaf. Not only that, but we've been lucky enough to get our hands on *both* of the new Zelda adventures from Japan, as well as two racers which are in the running for the title of best drivers on the small screen. Tuck in, and enjoy.

Geraint Evans, Editor

planet GAME BOY

Planet Game Boy, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.
Issue 29, May 2001
Editor: Geraint Evans
Contributors: Mark Green, Jud Webb, Paul Edwards, Laura McGregor, Carra Toms, Alan Maddrell, Miriam McDonald, Steve Jalim



Irritate friends and enemies alike by using the constant fireballs tactic.

SHORYYUUKEN! The old rivalries return.

CAPCOM GET READY TO RUMBLE

Cody and Guy, back as a team once more.

Arcade veterans of the world, rejoice. It seems that Capcom have been very busy where the Game Boy Advance is concerned, announcing the imminent arrival of two conversions of the finest brawlers in existence.

Both *Final Fight* and *Super Street Fighter II Advance* are nearing completion, and they're as much of a mouth-watering prospect as they were ten years ago. *Super Street Fighter II* was the last SNES *Street Fighter*, and introduced the 'super meter' at the foot of the screen, as well as four new characters – Fei-Long, Cammy, Dee-Jay and T Hawk. Considered by many to be Capcom's finest work to date, the GBA version will boast better visuals and faster action than it's '90s cousin, while retaining that understated depth of play. Unfortunately, the six-button configuration is gone, but that hasn't hampered the Dreamcast's 2D fighters.

If that doesn't satisfy you, you'll be able to get your teeth into one of videogaming's few decent scrolling battlers. *Final Fight* puts you in control of Bushin disciple Guy, beefcake Haggar or denim-clad hard-man Cody, as you wander the streets beating down wave after wave of brutal thugs with your fists and any blunt objects you lay your hands on. Thankfully, Capcom have rectified the awful mistakes they made with the original SNES conversion, by including the full cast and an all important two-player link-up option.

These two titles alone are enough of an excuse to pick up a Game Boy Advance, but Capcom have slipped in another classic from days gone by. *Breath of Fire*, one of the SNES' greatest RPG series, is also about to undergo a reworking, with improved artwork, new mini-games and the ability to trade items with a friend via the link cable.

With more new titles to be announced at the Tokyo Game Show, Capcom are giving their full support to Nintendo's next-gen handheld. We live in hope that *Resident Evil* crops up before too long…

GBA'S BUGS



Some worrying news from Japan has filtered its way into our office this month. Apparently, Nintendo are having a little difficulty getting some Game Boy software to run properly on the Advance.

Thankfully, though, of the hundreds of titles available, only a handful run with glitches – and even then, most seem to be sound-based problems rather than anything particularly serious. The other saving grace is the fact that these problematic titles are primarily obscure Japanese-only games which you're very unlikely to own. Still, here's hoping the problems have been ironed out by the time GBA's released in the UK.

Here's the full list of those glitchy games:

Card Captor Sakura
Densha de Go
Densha de Go 2
Disney's Tarzan
Doraemon – Study Fighter 99 Games
Game of Go
Hamster Paradise 2
Hamster Paradise 3
Koro Koro Kirby
Sakura Taisen GB
Shogi
Tokimeki Memorial Pocket: Culture
Tokimeki Memorial Pocket: Sports
World Soccer GB2

ALONE IN THE DARK

Expect plenty of Resi-style puzzles.

We've been waiting for scare-fest *Alone In The Dark* for ages – and looking at these Game Boy Color screens, we think you'll agree it's going to be well worth the wait. Edward Carnby is back at last in this latest instalment of the classic franchise which all but created the 'survival horror' genre.

Once again, you're placed in Edward's shoes as he attempts to unravel another mystery. This time, his friend has been found murdered and it's up to you to discover why. Cue all manner of nasty goings-on, including fiendish puzzles and frequent battles with the undead – all of it presented with visuals the like of which we *never* thought possible on the humble GBC.

The gorgeous pre-rendered backgrounds burst out of the screen, displaying up to 2,000 colours with full animation. Trees sway, bats fly through the air and candles flicker in the creepy mansion, all of which lends the game an incredible sense of atmosphere. Mr Carnby himself is equally impressive, boasting competent sprite scaling and impressive shading as he navigates the lovely locations.

So after the disappointment of Capcom's decision to can *Resident Evil GBC*, it seems as though adventure fans will have their nightmares answered after all. Roll on May.

This has more atmosphere that any other GBC title around. We can't wait.



The background artwork is of the finest quality.

RAINBOW ISLANDS

This was an absolute scorcher of a game in its day.

It might not look like much, but this is supremely addictive stuff.

Ah, happy days! We doubt there's an Amiga owner in the land who doesn't have a special place in their heart for *Rainbow Islands*. This cutesy, vertically-scrolling technicolour wonder stands alongside the likes of *Bubble Bobble* and *Pang* in the ranks of titles that have given long-term gamers freakishly blistered fingers.

If you missed out on *Rainbow* the first time, here are the facts: you guide Bub or Bob upwards through a vertically scrolling level, while water below encroaches on your position. You're armed with a simplistic arsenal of rainbows, which you can deploy either as a means of defeating the many enemies throughout each level, or as handy platforms that can be used to reach higher ground.

Unfortunately, there will be limitations – the Game Boy's teensy screen can't accommodate the entire breadth of each level, so the camera shifts to chase the Bub or Bob around the level. Hopefully, though, this won't prove as nightmarish in practice as with *Bubble Bobble*. Can't wait!

DATEL AND TDK GIVEAWAY



As usual, we've got a mountain of goodies to give away – this time from the kind lads and lasses at TDK Mediactive and Datel. We've nabbed five copies of *The Berenstain Bears: Extreme Sports* and six boxes (two are double packs) containing titles from Datel's new GBC budget range. The games include *ATV Racing*, *Karate Joe*, *Pocket Smash Out*, *Full Time* and *Space Invasion*. Whoop!

If you want to get your mitts on them, answer this simple question…

Where do the Berenstain Bears originally come from?

a) Finland
b) America
c) Chile

If you know the answer, or just fancy a guess, pop it on the back of a postcard and sent it to:
Bear Necessities compo
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.

Entries should reach us no later than Tuesday 22nd May.

planet REVIEW

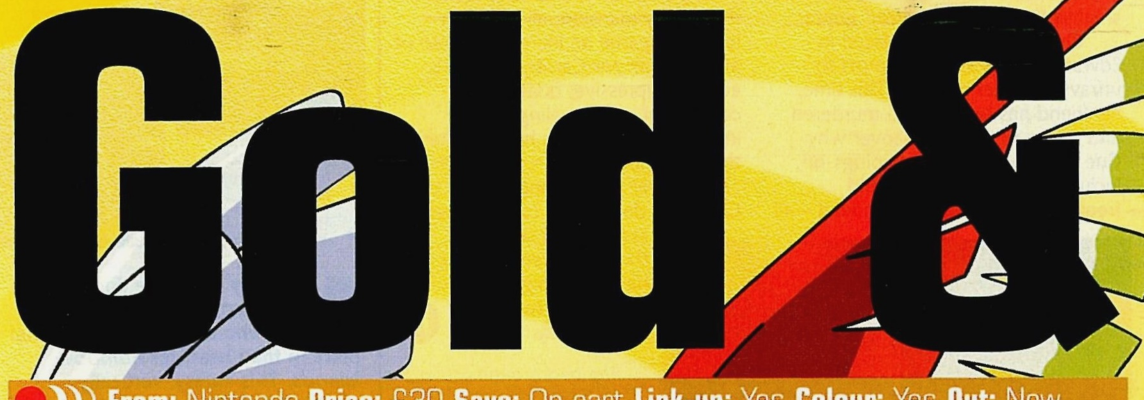
YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

A simply fantastic game, and an essential purchase.	*Well worth a look, this is an excellent title.*	*Some problems, but almost certainly good fun.*	*Flawed. Probably not worth bothering with.*	*Utterly lamentable. Avoid like the plague.*
5	4	3	2	1




Pokémon Gold &



From: Nintendo **Price:** £30 **Save:** On-cart **Link-up:** Yes **Colour:** Yes **Out:** Now

And they said it'd just be a fad. "They'll get bored of it eventually," the naysayers predicted. "All this Pokémon nonsense will just fade away like everything else."

Well, it's been nearly two years now since the original monochrome *Pokémon* masterpieces arrived on our shores, and the game's popularity is as strong now as it ever was. 250,000 copies of *Red*, *Blue* and *Yellow* are sold every week in Europe alone. But for those of you who *still* remain sceptical to this day, Pokémon's position as the most dominant force in videogaming history has just been reinforced by two simultaneous new releases – titles which, in just six weeks, sold 4 million units in the US, making them the most sought-after cartridges in console gaming to date. Fad? We don't think so somehow.

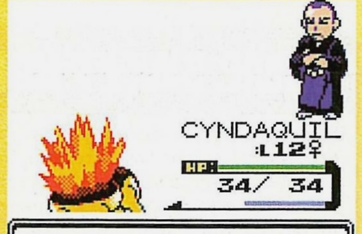
Now, finally, *Pokémon Gold* and *Silver* are all set to make their debut in Europe, giving you the chance to get friendly with new stars like Pichu, Marill, Togepi, Wooper and 95 other fresh-faced lovelies – as well as a secret, super-rare Pokémon who'll be available to download at special events. Read on to find out what we think of the latest incarnation of the *Pokémon* behemoth, and whether or not *Gold* and *Silver* deserve the huge amount of hype they've received...



As ever, there are loads of trainers on every route. Remember to battle them all to pick up valuable experience points to help your Pokémon grow.

Just look at all that colour! Pokémon Gold and Silver are a joy to behold.

The Bellsprout Monks are very easy to beat if you chose Cyndaquil at the start.



Silver



MISSING IN ACTION

As is always the case with *Pokémon* games, there are a select few monsters who've been omitted from one or the other of the two versions. In the case of *Gold* and *Silver*, though, some monsters don't appear in either. A total of 19 Pokémon are absent, including the three starting Pokémon from *Red* and *Blue* and their evolutions, the fossil Pokémon Kabuto, Kabutops, Omanyte and Omastar, the three legendary birds and Mewtwo. If you want to use the missing 'mon in *G/S*, you'll need to trade with previous versions – or, in the case of Mew and Celebi, download them at special events.

GO! GO!

NEW WORLD ORDER

Gold and *Silver* feature a whole new world to explore and 100 new Pokémon to catch. Here's a handy guide to Johto's hot-spots…

HOME SWEET HOME

Where the adventure begins, and your first taste of full-colour GB *Pokémon*. You'll find yourself coming back to visit your mum for cash – she stores your money for you – and to uncover info from the new Pokémon Professor, Elm.

Again, you have the choice between Water, Fire or Grass types.

LEGENDARY DOGS

One of the biggest mysteries in *Gold* and *Silver* revolves around these three dogs, who – once released by your good self – will roam the island, appearing then running away at random moments. Difficult to find, and *very* hard to catch. Oh yes.

Catching Suicune is a real 'mare.

PARKLIFE

There's a rich diversity of locations throughout the game. It's worth exploring everything thoroughly on different days of the week – *Gold/Silver*'s internal clock means that you can trade rare Pokémon or enter competitions only at certain times.



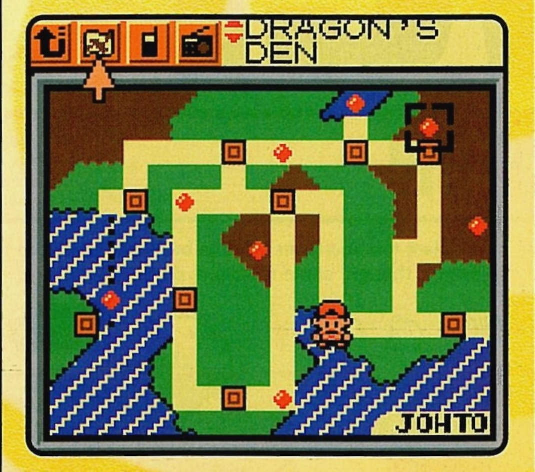
The park is a great place to do battle and pick up useful hints and tips.

MYSTERIOUS RUINS

Not long after you begin your adventure you'll find yourself in an ancient ruin, in which lives the rare and mysterious Pokémon, Unown. No one is entirely certain of its origins, so to catch it would be an honour for any Pokémon trainer.



Soon you'll fight Unown.



BIG SMOKE

The sheer size of some of the cities is remarkable. If you thought *Red/Blue*'s Celadon and Fuchsia Cities were large, some of the towns and cities on Johto will just blow you away. You can spend simply ages just chatting and exploring.



With a massive area to explore you'll be at this for hours.

SLOWPOKE SAVIOUR



It had to happen eventually, didn't it? Team Rocket are back on the case, and the first time you bump into them, they've terrorised a small town by stuffing all their beloved Slowpokes down a well. Get down there and give 'em a hiding.

Those dastardly Team Rocket types are at it again, this time cutting off Slowpoke tails.

SICK AS A POKÉ

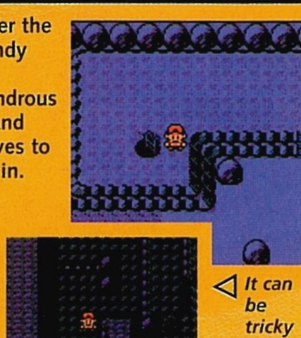
Make your way to the one of the Gyms and you'll find that the leader is missing. She's off nursing her sick Pokémon, so you'll have to find some medicine to make it better before she'll battle you. There are loads of welcome diversions like this to keep you busy.



Heal this Pokémon and you'll be able to get the fifth badge.

CREEPY CAVERNS

Dotted all over the island are sandy coves to be explored, wondrous ice caverns, and deep dark caves to lose yourself in. All hold rare Pokémon to catch, groups of experienced trainers to battle, and paths to super-secret areas.

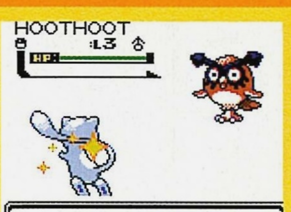


It can be tricky finding your way in caves.



Some of the route-changing buildings house friendly folk who'll give you plenty of great advice. Cheers!

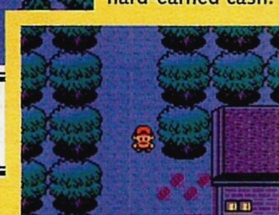
FRIGHT NIGHT



The real-time clock has a massive influence over your experiences in the game – not just in terms of the events that take place, but also the types of Pokémon that can be caught. Some monsters – like HootHoot – are nocturnal and so can only be caught at night. There are also some people who tend to stay out later than others, who'll offer you rare items and occasionally rare Pokémon if you bump into them. Also, certain shops are only open at certain times on certain days, which means that even when you're not playing, you'll be eagerly awaiting the day when you can go and spend your hard-earned cash.

Help this chap for a reward.

Many inhabitants come out at night and give you some very handy items.



Keep an eye out for the nocturnal Pokémon who roam the woods. Many are very powerful.



PIKA PRESENTS

Cast your mind back to Planet Game Boy in **N64**/38 and you'll remember a little Japanese curiosity we picked up called Pokémon Pikachu. Well, good news, folks – it's going to be making its way over to the UK in the form of Pokémon Pikachu GS. Much like a Tamagochi, it gives you the chance to raise and look after a teensy LCD Pikachu – and by zapping your GB with its infrared transmitter, you'll be able to pick up a mysterious gift every time you revisit *Gold/Silver*. Rare Candy all round, then!



COOL KIT

One of the best additions to *Gold/Silver* is the array of goodies available to you...

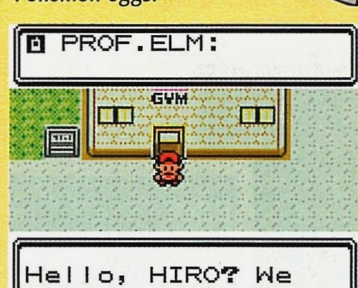
POKEDÉX

New and drastically improved, the new 'Dex has space for up to 251 Pokémon. It not only looks much better than before, but will give you tons more information about the Pokémon in your possession.



PHONE

An essential piece of kit for staying in touch with your mother and Prof Elm, who'll both give you valuable information from time to time. It'll also alert you to the arrival of your Pokémon eggs.



RADIO

This is great. You can enter the lottery using your ID number, listen to various Pokémon tunes courtesy of DJ Ben, and keep abreast of any competitions or special events taking place on the island. Stay tuned!



BACKPACK

Far more advanced than the previous effort, the new backpack has many pockets to help you organise all your clobber, from HMs to key items and the wide variety of Pokéballs.

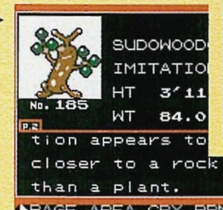


GO! GO!

BLINK AND YOU'LL MISS 'EM

Throughout *Gold/Silver* you'll encounter a collection of monsters that are devilishly difficult to find and catch – some of which only appear once in the entire game. Take Sudowoodo, an annoying tree-like Pokémon who blocks your path. To shift him, you'll need to find some special water – he'll then reveal himself and initiate combat. If you pummel him into unconsciousness, you won't get another chance to catch him – so make sure you save compulsively.

◁ These legendary dogs are very hard to catch.



Another Pokémon you only have one chance to catch. Make sure you get him – even if he is rubbish. ▷

△ Some of Lugia's attacks are simply devastating. Make sure it doesn't get away.



△ If you want a lovable Togepi then take it.

△ The varied locations in Gold/Silver are far better then in previous versions.

Using Surf now turns you into a red Lapras as you scoot about the place. ▽

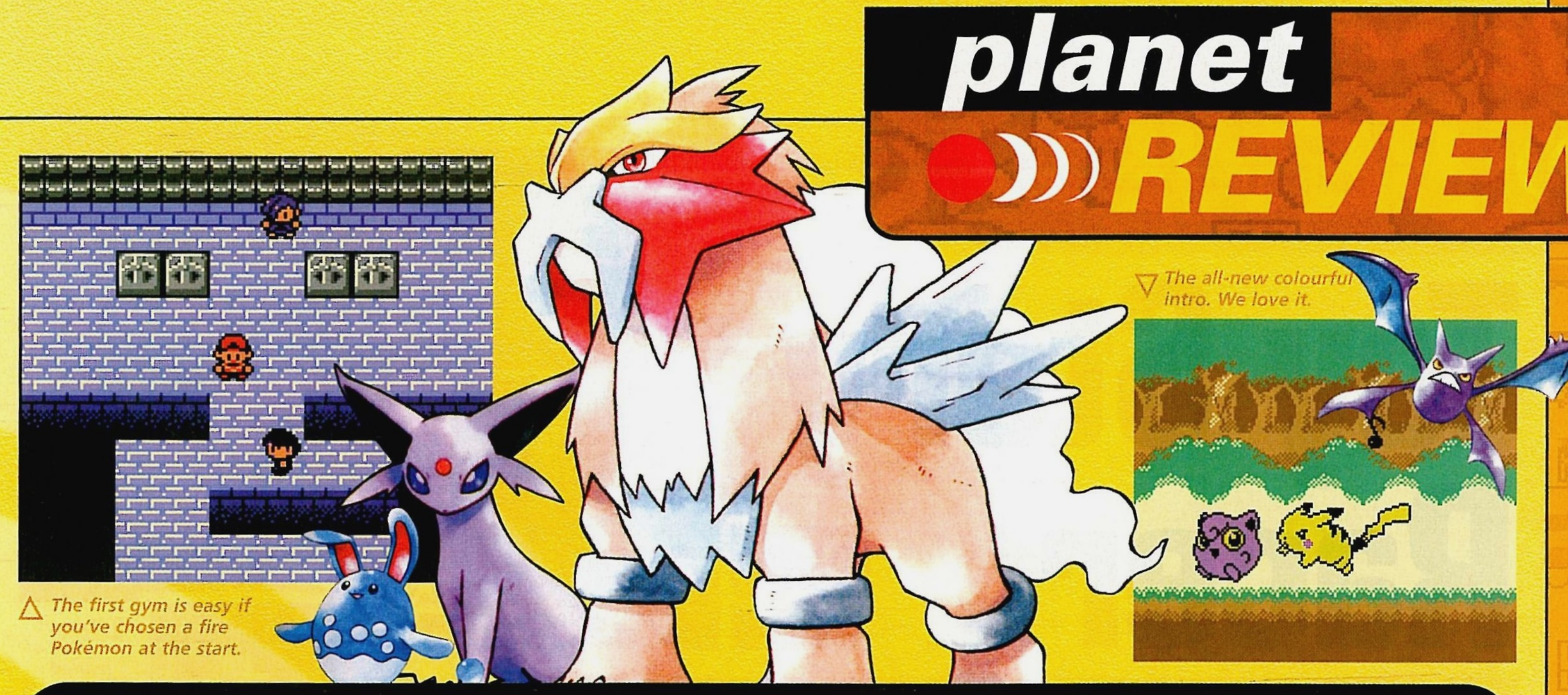
It's always difficult for developers to improve significantly on any triple-A title – let alone a game which has been played to death 48 million times the world over. Thankfully, the developers of *Pokémon Gold/Silver* include *Nintendo*, and as you'd expect, they've pulled out all the stops to bring you a **Pokémon experience that will blow your mind.**

Despite that overwhelming feeling of familiarity when you begin *Pokémon Gold/Silver* for the first time, it's clear that this is going to be something rather special. After the classic introduction from the Oakster, you're thrust into the all-new technicolour world of Johto. Again, you're required to select your starting Pokémon, but this time from an all-new Grass, Fire and Water-based trio – your first taste of the 100 new monsters which scamper about the fresh landscape.

◁ To get Celebi, you'll need to download him from special events.

From here on in, you'll find it nigh-on impossible to tear yourself away from the screen: *Gold/Silver* is as engrossing as engrossing gets. The sheer joy that comes from watching your carefully trained and nurtured monsters grow in strength makes the game as compulsive now as it ever was. But this time, there are more monsters to choose from, more attacks to learn and earn, and a world that's not only twice the size of *Red/Blue*'s, but also substantially more involving. Each town, city and route on your adventure is positively bustling with activity, and there are crowds of people to talk to, side-quests to embark on and goodies to find.

In fact, thanks to *Pokémon G/S*'s innovative real-time clock, there are more tasks and hidden items than ever. By listening in to the radio and using your mobile phone, you're made aware of events taking place at specific times on certain days of the



The first gym is easy if you've chosen a fire Pokémon at the start.

The all-new colourful intro. We love it.

GETTING JIGGLY WITH IT

As you probably know by now, there are both male and female Pokémon that can be taken to a breeder in order to produce eggs. Here's how it's done.

1 Find yourself a male and female Pokémon of the same type.



2 Visit the old couple who are wise in the ways of breeding.



3 Leave the Pokémon in their capable hands and await their phone call.



4 Return later to collect your egg. Now just wait for baby to arrive.



week. So you'll be revisiting old towns on a regular basis – whether you're trading rare Pokémon on a Wednesday night, or battling in a competition on a Saturday, there's always something to keep you occupied away from the usual gym battles and Pokéhunting. All this helps to break up the action and keeps *Gold/Silver* from feeling too linear, but it also eases the monotony that was an unfortunate by-product of the constant battles in *Red/Blue*.

Needless to say, we're very impressed with *Gold/Silver*. What little there was wrong with the original games, Nintendo have rectified with style, breathing new life into the franchise with the kind of innovation and panache for which they're so famous. Never has a Game Boy title reached such dizzy heights of perfection – the only games to even come close are *Red*, *Blue* and *Yellow*. Instantly accessible and infinitely rewarding, with a learning curve that simply couldn't be *any* better, *Pokémon Gold/Silver* will be firmly lodged into your Game Boy for many months to come. In fact, you'll only remove it to shove inside your Transfer Pak when the next N64 *Pokémon Stadium* is released.

LIFESPAN ***Thanks to a real-time clock, there are more tasks and hidden items than ever.***

The only thing left to say is: if you don't own an import copy of *Gold/Silver* already – as we're sure many of you do – you should make this game your *top* priority. Even if you've avoided all things Pokémon 'til now, swallow your pride and give *Gold/Silver* a go – under no circumstances could you possibly regret it. Absolutely, positively, an essential tour de force in handheld gaming.

5



It's not long before you finally meet up with the resident Pokemon expert, Prof. Oak

The fiery aardvark is definitely the best Pokémon to start with.



Toy Story Racer

It looks bland, but see this moving and you'll be amazed how effectively the pseudo-3D engine works. It's super smooth, too.



Stay sharp – there are loads of bonuses and kart-scuppering items littering the track.



Mr Potato Head is far and away our favourite racer.





You get plenty of varied tracks, and there are more to unlock. Mint.

From: Activision **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now



Although detail is low, the courses are reminiscent of the various locations from the two movies.

After the utter shambles that was *Disney's Magical Racing Tour* (PGB/27, one star), we approached this latest racer with extreme caution. But it didn't take us long to realise that *this* is about as magical as it gets.

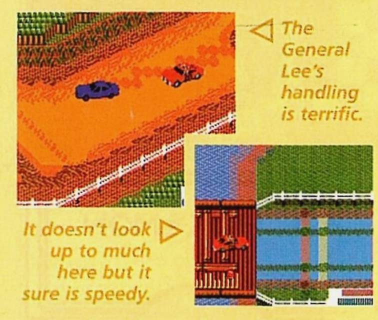
Unfortunately, the screenshots here really don't do *Toy Story Racer* any justice whatsoever. Forget about the blandness of those chunky blocks of colour, because when you see this move you'll hardly believe your eyes. Everything is super-smooth, and you really feel like you're burning it around Andy's house in full 3D. Of course, you're not – all the tracks are pre-recorded 'movies' that slow down and speed up with your car – but it *feels* like 3D, and that's good enough to keep us smiling.

Thankfully, *Toy Story* isn't a case of excellent visuals and bland gameplay. This is a very competent racer indeed, with plenty of brilliantly-designed courses to choose from and unlock, as well as all your favourite Toy Story characters to race around as. The action is both slick and addictive, with plenty of challenge for the more experienced gamer. All in all, fully deserving of your hard-earned cash. Top stuff.

4

The Dukes of Hazzard

From: Ubi Soft **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now



The General Lee's handling is terrific.

It doesn't look up to much here but it sure is speedy.

Yee-ha! This is the stuff. A game licensed from an old TV favourite which is actually *quite good*. Praise be!

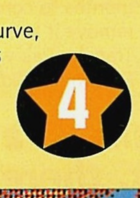
Yup, those cray-zee stunt drivin' Dukes have made their way into an isometric racer which easily challenges the likes of *TOCA* and *Driver*, while borrowing somewhat from both. The aim: fill the shoes of them good ol' boys Bo and Luke Duke as they drive their butts off to save their farm from the meddling authorities.

As well as including tried and tested racing-style levels, *Dukes of Hazzard* also has some 'free-roaming' sections where you have to race around the landscape avoiding police cars, ramming thieves and racing to various locations in the allotted time. All of which are a joy to play. The handling is certainly reminiscent of the legendary TV series as you screech around towns and farms, jumping bridges and ripping up the turf with handbrake turns – seriously entertaining stuff, make no mistake.

Couple all that with a very – if somewhat unintentionally – amusing storyline, loads of extras to unlock and a decent learning curve, and *Dukes of Hazzard* is a game that will thoroughly entertain you from start to finish. Highly recommended.

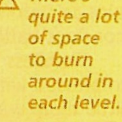
4

Villains have nicked Uncle Jesse's pick-up! Ram them until they stop.





There's quite a lot of space to burn around in each level.



The stills between levels stay true to the TV series.

IMPORT

Zelda Oracle of Ages/Seasons

The cut-scenes are great. Here, Link dances at a party before it gets trashed by a wizard.



The puzzles are quite tricky – but you'll be rewarded for your effort.

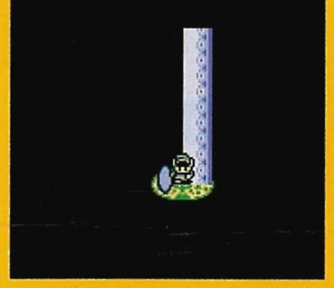
From: Nintendo **Price:** ¥3,800 **Save:** On-cart **Link-up:** Password **Colour:** Only **Out:** Now (Japan), 29th June (UK)

WARPED!

Time management, *Ages*-style



Warp pads appear every now and then to whisk you away.



Step inside and things start going mental. Poor Link.



Now you can frolic in the new timeline.

We know – two new *Zelda* games, and we've only given them a single page. But the sad fact is our collective Japanese skills are still in their infancy – we'll save our in-depth review for the imminent English-language release in the US.

Still, after little more than a few hours with each game, the language barrier almost ceased to be an issue. Why? Because fluent in Japanese or not, it's quickly apparent that these new small-screen *Zelda* instalments are just as compelling to play as you'd expect the world's best RPG series to be.

If you were wise enough to pick up a copy of *Zelda DX*, you'll feel right at home with the *Oracle* games, as the way they look and play is very similar to their predecessor. From the subtle blend of exploration and devilish puzzle-solving to the controls and item-management, you're plunged into a world that seems spookily familiar. This copycat method might mean developers Capcom have copped out somewhat, but at least it helps you to get straight into the action. And as the adage goes, "If it ain't broke, don't fix it."

To say *Oracle of Ages* and *Seasons* look good would be an understatement. With a liberal peppering of eye-popping cut-scenes and locations which bleed colour out of just about every pore, these games really are a sight to behold. But, of course, that's hardly important. It's the frighteningly addictive gameplay and instinctive puzzling which has kept us glued to our handhelds – right from the switch-flipping minecart ride in the first dungeon, these *Zelda* games are tricky, but never less than great fun to play.

Even without Shigsy, his trademark magic is rife throughout, constantly throwing up surprises left, right and centre. In *Oracle of Ages*, for example, a portal opens to send you back or forward to a different moment in time, requiring you to engage in a spot of *Ocarina of Time*-style temporal meddling. Meanwhile, in the sister cart, you'll need to manipulate the seasons in order to change your surrounding environment – for example, travelling forward to spring makes flowers bloom that can swallow you up and spit you out into previously inaccessible areas. Not only that, but after finishing the game you can move information from cart to cart via a password system. Special items and abilities can then be transferred between the titles, giving you extra strength, weapons and magic, and enriching the whole experience further.

In many respects these additions have a similar impact on the games as *Gold* and *Silver*'s enhancements to *Pokémon*, propelling what is essentially a triple-A title to new heights of splendour. All that remains now is for us to get hold of the translated versions of *Ages* and *Seasons* so that they can be appreciated in full. We simply can't wait.



Now that this tree is fully grown, it will provide you with welcome assistance.

You'll need to find the sword to cross over this bridge.

A sword should always be your first priority.

Snow will be thawed by the onset of spring.

This li'l fella will grow if you time travel ahead.

5

Game Boy Gallery

WINNER!

Kudos and respec' to John Tucker from Barry in Wales. We're horribly intrigued by his methods. Someone's gob must never have recovered... Anyway, some quality Game Boy stuff is winging its way to him. Mint.



'I'll help you catch him, Clarice," says Harry Blackett, only with a Solihull accent. Very nice.



Halifax's Daniel Bridge at work. Those eyebrows!



Mitch Kelly's Dorset-based mutt just wants to be loved. Bless the poor little poppet.



Thomas Egan of Peterboro' warns about interbreeding.



Long hair and a moustache? Works for Ramsgate's Nick Gaye. This is his poor mum.



Mike Hunter from Burstwick is giving us the heebie-jeebies. Stop it. Now.



Dominic Thompson of Newcastle messes us right up in the head.



A chin with fangs, eh? Thanks very much, Mr Tomas Woodbridge from London.

Super-intelligent or just super-evil? Llys Dafydd from Carmarthen has all the answers.

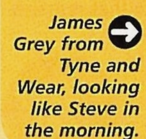
Hey, bubba! Yore dawg is lookin' real purty there! Yeehaw! Thomas Walsh of Salford is the mutator here.

From who else but Ruben Larsen, eh? The Norwegian done good again, Brian.

Yet another canine creation, courtesy of Chris Wheeler from Crewe. Woof indeed, wretch.

Kris Healey hails from Snodland. No, really! Looks a bit like the Joker, mind, so don't mess.

Hang on. If this is Kieran Gorman's dad, what does that make Kieran? We'd rather not think about it.

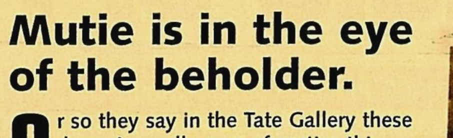




James Grey from Tyne and Wear, looking like Steve in the morning.



Is that... gasp! A metroid? Robert Carroll from Garstang sends a startling discovery.



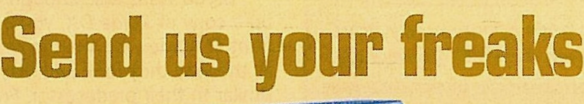
Mutie is in the eye of the beholder.

Or so they say in the Tate Gallery these days. A goodly crop of muties this month, featuring a lot of dogs. Hmm...

Nothing wrong with a bit of that, of course. We've also seen some particularly revolting pics of the human form. Notably, our winner does things with teeth that would make a dentist weep, and we liked Tomas Woodbridge's evil chin 'munster', too.

Kris Healey also redefined beauty with his rendition of Jack Nicholson's stellar performance in Tim Burton's Batman (1989, trivia fans), while another filmic reference comes from Harry Blackett. (His name is an anagram of Hannibal Lecter – did you know that?) Meanwhile, the camera turns in on itself with Dominic Thompson's enigmatic effort. What does it all mean? No idea. Let's go for a burger instead. Keep 'em coming, friends! There are prizes to be won, you know...







In association with JOYTECH



Get creative! Point your Game Boy Camera at something interesting, print it out and pop it in the post. We'll show as many of them as we can fit on the page, and our monthly favourite wins an Action Pack courtesy of those kind folks at Joytech (01525 244200 or www.joytech.net), containing a mains adaptor, rechargeable battery, light magnifier, carry case and a clear purple link cable. Not a bad little haul. Send your pictures to:

Game Boy Gallery,
Planet Game Boy,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.





EVERY MONTH – ONLY WITHIN THE PAGES OF N64



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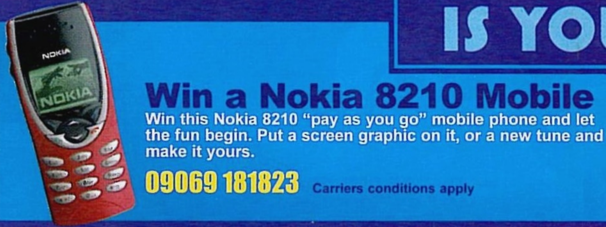
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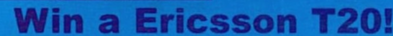

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The top site where you can buy Games at Great Prices AND, when you're there, get FREE RINGTONES for your mobile!
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Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 31st May 2001 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. Fanz may use data, received in your call, to make offers to you. If you DO NOT wish this, call 08700 101598. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to: www.fanz.co.uk, PO Box 28 Northampton NN1 5DS. Helpline: 01604 491185 Winners Line 08700 101597.



N64 MAGAZINE ARENA

BANJO-TOOIE

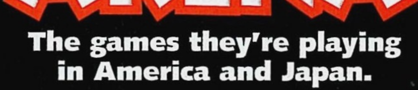
Rare's follow-up to the world's second-best platformer. Mark bears all in the full review.





GO TO PAGE 40

Don't forget to visit the IMPORT ARENA



The games they're playing in America and Japan.

CUSTOM ROBO V2







Enough robot wars to make Craig Charles give up the day job. Hooray!

GO TO PAGE 48

SUPER BOWLING



Ten-pin action on N64? Rack 'em up!

GO TO PAGE 50

WCW BACKSTAGE ASSAULT

Smack! EA bring us rasslin' minus the ring. Ouch.

GO TO PAGE 51

POLARIS SNOCROSS



The N64's only snowmobiling game! Will it be all white? (Ahem.)

GO TO PAGE 52

EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

METROID 64	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	20 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
April	May	Nov

COST: £40

THE INFO BURST

Look for this on all our reviews to get an idea of whether the game in question uses N64 peripherals like Controller, Expansion and Transfer Paks. Also, we'll tell you when it's on sale – here, and in the US and Japan – and how much it costs.



Can't wait for a UK release?

Look out for this logo, which tells you if you can play an import game on your UK machine using a Passport convertor, along with the code you'll need (if one's necessary). CA Games (**0141 334 3901**) should be able to help with all your import – and UK – N64 needs. Remember to tell them we sent you!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS

What does the game do with the N64's stunning graphical power?

SOUNDS

How good are the game's sound effects and music?

MASTERY

How well does the game make use of the N64 and its incredible hardware?

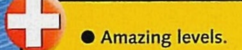
LIFESPAN

Will the game last you for months or a matter of hours?

VERDICT

An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses



- Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/76, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.







7 LIFESPAN



HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game badge until we know you'll be getting your money's worth.



85% and above
*Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge.*

84% – 70%
If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.

69% – 50%
Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.

49% – 20%
Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.

19% – 0%
The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.

TEAM 64

Aah, Banjo-Tooie. To honour its release we've ritually humiliated ourselves before your very eyes by pretending to be animals – using office junk.



ANDREA BALL
The boss has been reclining on a sunny beach this month. Didn't stop us trembling with fear at the thought of The Stick™.
GAME OF THE MONTH
Sunbathing 64

JUD WEBB
"Car! Car!" went Jud's eagle impression. His talons lost their grip on the steering wheel, though.
GAME OF THE MONTH
Polaris SnoCross

MARK GREEN
"I've got the hump," quipped camel Greener in humorous fashion. Looks like the blister's on the move, then.
GAME OF THE MONTH
Super Bowling

DARK MARK
Dark Mark sprouted evil claws and devoured a number of rodents. Then he posed for this pic.
GAME OF THE MONTH
Custom Robo V2



GERAINT EVANS
"I am the walrus!" exclaimed Geraint. "Goo goo ga joob!" Either that or some radical dentistry's called for.
GAME OF THE MONTH
Custom Robo V2

PAUL EDWARDS
Makes you want to cry, doesn't it? Paul got entirely the wrong end of the stick and travelled back in time a few issues.
GAME OF THE MONTH
Super Mario 64



ALAN MADDRELL
Alan emerged from his cellar attempting to appease us with his impression of an elephant. The clean one, that is.
GAME OF THE MONTH
Polaris SnoCross



STEVE JALIM
"I'm a shark!" squeaked Steve. "That's my fin!" After blowing him up, we decided we needed a smaller boat.
GAME OF THE MONTH
Banjo-Tooie

PREVIOUSLY IN N64 Turn to N64/51 and goggle at our colossal *Banjo-Tooie* Special Investigation.

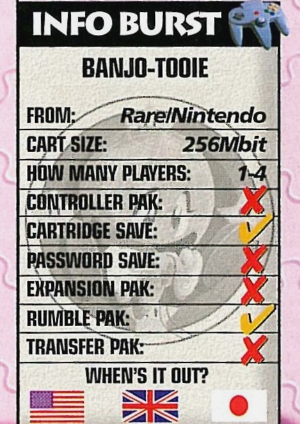
Just look at the lighting – better even than Donkey Kong.

Racing the bird-woman is great fun. Yep.

Never go near a giant rat carrying a colossal mallet.

BANJO

A little chat about the birds and the bears...



INFO BURST

BANJO-TOOIE

FROM:	Rare/Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	Now

£45

A Rare game cursed with an ever-slipping release date? Nothing new, you might think. But *Banjo-Tooie* is the first Rare title where delay upon delay came not at the hands of the perfectionists beavering away deep inside the Twycross codeshop, but thanks to Nintendo of Europe's increasingly wacky release schedules.

So now, five months after America, two months after Australia, and a month after Japan, Europe finally gets to play the follow-up to one of the N64's best-loved games. *Banjo-Kazooie* was Rare's first attempt at outshining *Mario 64*, and it very nearly succeeded – gorgeous graphics, astonishing sounds and some tearfully tricky play made it a platformer par excellence. The sequel – hinted at during the closing scenes of *Banjo-Kazooie* – has been promising to truly topple *Mario* as king of the platformers ever since, especially now that Rare have the delicious *Donkey Kong 64* tucked under their belt.

So, could the game with history's worst ever name deliver some of videogaming's best ever play? Does having another stab at beating Shigsy really make Rare smarter than the average bear? Read on to find out...



References to other Rare games are plentiful.

Terrydactyl land is a real beauty.

HOW IT WORKS

Here's a simple four-point plan to beating Banjo-Tooie*...*



1. NOTES
You won't get very far without these golden crotchets – Jamjars the Mole will only teach you a new move if you've nabbed enough. Use learned abilities to solve...

2. PUZZLES
Tiptoe past a snoozing snake, jump through coloured hoops – just a couple of *B-T*'s multitude of kooky puzzles. Solving them will earn you a load of...

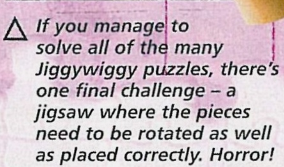




3. JIGGIES
Collect enough of these sparkling jigsaw chunks and you'll earn the right to have a crack at Jiggywiggy's big puzzle. Finish it to unlock a new level, and access...

4. BOSSES
It's not compulsory to battle *Banjo-Tooie*'s biggest baddies – but it ain't half fun. Expect blind fish, inflatable dinos, and evil robots.





If you manage to solve all of the many Jiggywiggy puzzles, there's one final challenge – a jigsaw where the pieces need to be rotated as well as placed correctly. Horror!



-TOOIE



The way this cute truck bounces up and down is simply adorable.

In Banjo-Tooie, Rare take you inside the belly of a giant animal. Yes, again.



That eel isn't friendly – but batter him with eggs and he'll wiggle away.

The Bill Drill move helps you shift inconveniently-placed boulders.

Banjo-Bee is back – and this time, you can spit teensy projectiles at your unlucky hivemates.





If you can find a Glowbo, you can take control of Mumbo. Yep.



GO! GO!

SHORTCUTS
For the first time in a platformer, *Banjo-Tooie*'s levels aren't self-contained 'islands'. Handy tunnels and train tracks link each massive world, and if you want to feed Terrydactyl Land's cavemen with burgers from the Witchyworld theme park, or find the back entrance to Grunty Industries, those shortcuts will prove vital.



ALL BY MYSELF

Certain moves are only available when Banjo and Kazooie split up. Here's a selection...

TAXI PACK

Sewage kills, but not if Banjo tucks his legs into his trusty backpack and proceeds to hop over the rivers of muck, sack race-style. Keep your peepers peeled for submerged monsters, mind.



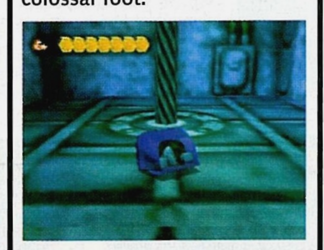
HATCH

Finally, Kazooie gets to do what comes naturally. Warm an egg with her feathery behind, and soon *something* will hatch. Nine times out of ten, it's a baby pterodactyl. Aw, bless.



SNOOZE PACK

Dead handy, this. By taking a short nap in his bag, Banjo's health will be entirely restored. Most useful for recovering after you've been crushed by a dinosaur's colossal foot.



TALON TORPEDO

Tap B underwater and Kazooie will shoot off on her own, using her tail as a propeller to cut her way through the waves at astonishing speed. Her beak acts as a lethal weapon.



THE SEARCH

Why Tooie often seems like a giant game of hide and seek...



△ *Skill Stop honeycomb pieces – you could lose all your health with these.*



△ *We'll have a full list of Cheato's many cheats in the very next issue. Yep.*

The Jinjo house could do with a visit from the Changing Rooms team. ▽



Following *Donkey Kong 64*'s lead, *Banjo-Tooie* is overflowing with hidden objects – and big rewards for finding them. Honeycombs earn you extra health, scrolls win you cheats, and bashing apart the bouncing *Banjo-Kazooie* carts littering the Isle o' Hags hub will net you some interesting extra abilities. There are also at least ten Jiggies on offer for tracking down all the yelping Jinjos – but the hunt for them isn't helped by identical-looking Minjos, who'll cheekily frazzle you if you tread near.

RE-RE-WIND

Familiar faces return for Banjo-Tooie – and not all of them are welcome...



MUMBO

The bone-headed shaman is now fully controllable. By guiding him to a Mumbo Tile and casting a magic spell, you'll help Banjo and Kazooie reach previously inaccessible areas.

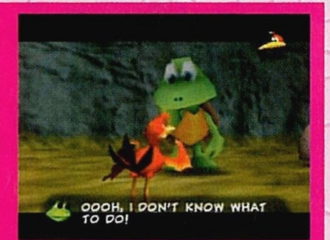
LOGGO

Oh dear. The only speaking toilet outside of Look Who's Talking Too makes a reappearance, and needs his U-bend clearing of clogged-up loo roll. Excuse us, we feel ill...



TIPTUP

Last seen in Rare's Diddy Kong Racing, *this little turtle has an egg that needs hatching. After Kazooie does her bit, the cutest baby turtle in the whole wide world hatches out.*



SABREMAN

Sabre who? The star of ZX Spectrum classic Sabre Wulf, Sabreman has apparently spent the last 20 years frozen in ice over at Hailfire Peaks. A fire egg should sort him out.

MAYAHEM TEMPLE

The first of BT's levels is a short and sharp introduction to the game. See how it works...

***1** Follow the main path and you'll stumble on Jamjars the Mole, who'll teach you the first of the new moves – a first-person Egg Aim manoeuvre. Use that to shoot the flies that surround Bovina the pig up ahead, and win yourself a shiny Jiggy.*

▽ This pig's avoided the foot-and-mouth outbreak somehow.

LOOK AT THE STATE OF POOR BOVINA'S FIELD...



***2** Near Bovina lies Mumbo's hut. Head inside and assume control of the skeletal shaman, then find the Mumbo tile at the bottom of the mountain. Press B and Mumbo will cast the spell that gives you control of a whopping great gold statue. Now get stompin'!*

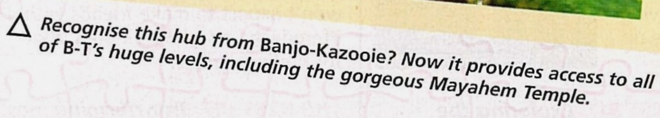
◁ Mumbo's magic helps surmount some tricky problems.

***3** The statue's metal feet will make short work of Mayahem Temple's two sets of colossal stone doors. Step through the first to find the gorgeous Jade Snake Grove, then lumber across the quicksand inside to reach a small grassy island, and Jiggy number two. Bonzer!*



***8** Use the golden statue to uncover a Flight Pad and you'll be able to soar over to the very top of Targitzan's Temple, where another Jiggy is ready and waiting. Now you should have enough jigsaw pieces to open the next level, Glitter Gulch Mine. Mint!*





△ Recognise this hub from Banjo-Kazooie? Now it provides access to all of B-T's huge levels, including the gorgeous Mayahem Temple.

***4** After resuming control of Banjo-Kazooie, head back to the Grove and locate the Jade Snake himself. Push lightly on the analogue stick and you'll be able to tiptoe over the crackling twigs to his Jiggy treasure without waking him.*



△ Fly, Kazooie! Fly high in the sky!

***7** The switch to the first-person Breegull Blaster mode only occurs when you enter Targitzan's Temple. Hunt down the green masks for a Jiggy – there are 20 of them in all – then give the crazy, spinning Targitzan himself an egg-based drubbing for a second.*

***6** Search the entrance area and Jamjars will pop up again to teach you the ledge-hanging Grip Grab move. Use it to reach the tip-top of the level, where the military mole will reappear to tell you how to execute the Breegull Blaster.*



***5** Also residing in Jade Snake Grove is the radiant Humba Wumba, who'll transform you into a stone Banjo in exchange for a bouncing Globo. Now you can trick your way into Mayahem Stadium, and take part in the enjoyable Kickball Tournament. The prize for winning is, of course, a Jiggy.*



GO! GO! ▷

OOH, STICK YOU
Kazooie has been sharpening her withering wit since *Banjo-Kazooie*, and developed some putdowns worthy of Anne Robinson. For example…
On Bottles' death: "He wasn't the favourite character in *Banjo-Kazooie* anyway."
On the lost Mayahem treasure: "Tough luck. We don't care."
On learning of the Ancient Order of Jiggywiggy: "You just made that up, didn't you?"



HIDDEN LINK

Break open this baby to get your paws on secret eggs – and a heap o' cheats.

Unless Rare are planning to spring some spectacular surprise in the next few months, it looks like the fabled link between *Banjo-Kazooie* and *Banjo-Tooie* has been cruelly abandoned. The idea was that various items in *B-K* – six multicoloured eggs and the Ice Key – could be somehow carried across to the *B-T* cart. But, tellingly, those same objects can now be obtained by breaking open bouncing *Kazooie* carts hidden in *Tooie*, and used to gain new abilities. The Ice Key, for example, opens up a colossal safe and – bizarrely – leads to Kazooie morphing into a fwightening fire-breathing dragon.



Just watch the unfortunate enemies scamper around ablaze, and try not to giggle evilly.



Yes, he looks like a Jinjo. But he could easily be an evil Minjo. Tread carefully.

In five minutes, Bottles will be history. Bless.

ISLE O' HAGS

A whirlwind tour of some of Banjo-Tooie's best levels...

WITCHYWORLD



A dank theme park complete with bumper cars, bouncy castles, a Test Your Strength machine, and a superb airborne ride with the aim of pelting coloured targets as they swoop past.

***THE BEST BIT:* Grabbing the running shoes and scampering to the top of the fiery helter-skelter at super-speed.**

JOLLY ROGER'S LAGOON

Yep, it's the inevitable watery world, except this time – after Mumbo's 'oxygenated' the water – you can explore sunken cities and ruined ships without ever having to come up for air.



***THE BEST BIT:* Exploring the gorgeous underwater city of Atlantis – and avoiding the deadly pufferfish.**

TERRYDACTYLAND



It's no surprise to find that this prehistoric world is full of lumbering Stegosaurii and the like – but you certainly won't expect to make friends with a Pterodactyl and embark on a hunt for her lost babies.

***THE BEST BIT:* Transforming into a giant T-Rex, then filling the air and shaking the screen with your screen-shuddering roar.**

GRUNTY INDUSTRIES





The heart of the mad witch's gruesome operations, this futuristic factory features hordes of oppressed workers, plenty of pneumatic crushers... and Loggo.

***THE BEST BIT:* Clambering all over the walls and ceilings of Grunty's factory, courtesy of the superb Speed Sucker boots.**

GAME FOR A LAUGH

Scores of superb minigames, all replayable at any time from the main menu. Yay!

HOOP HURRY

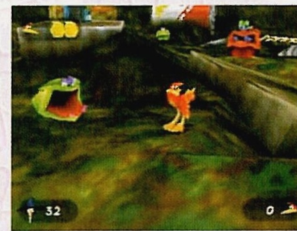
Just as its name suggests – jump through hoops, quickly. Sounds easy, but the fiddly third-person view causes heaps of problems.



SCORE TO BEAT – 70 pts

TRASH CAN GERMS

Make like Dettol and wipe out the giggling multi-coloured germs in this single-screen challenge. Big blue germs are worth three points.



SCORE TO BEAT – 82 pts

SUB CHALLENGE

Simple: shoot mines. Switch to a first-person view at one side of the arena and all you'll need to do is rove left and right and blast away.



SCORE TO BEAT – 85 pts

MAYAN KICKBALL

There are three versions of this scattered around *Tooie*, each with the same rules – grab the balls and dump them in your own net.



SCORE TO BEAT – 22 pts



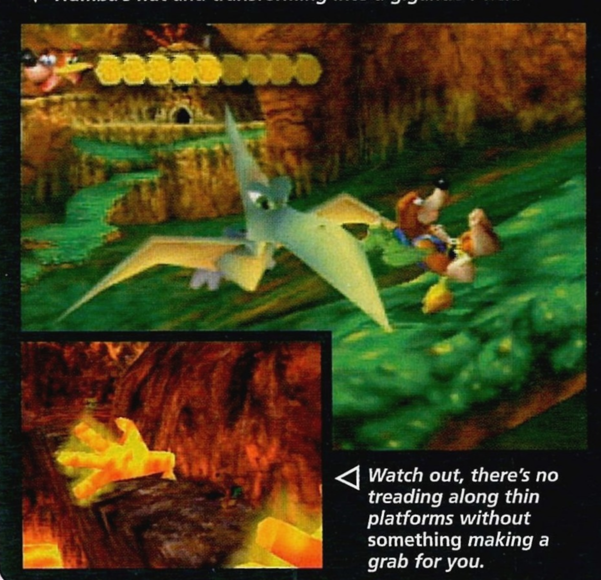


By collecting honeycombs, you can raise your health and survive attacks like this.

NASTY NASTIES

From common-or-garden green Gruntlings to the ultra-dangerous TNT-chucking crates of Glitter Gulch Mine, *Banjo-Tooie* isn't afraid to throw some seriously deadly enemies your way. The animation of every one is superb – from the point where they turn their head and notice you sauntering by for the first time to their final exaggerated death throes, Rare's artists have worked their unique brand of magic throughout. Oh, and keep an eye out for the shovel bouncing around near the train in Glitter Gulch Mine – it bears more than a passing resemblance to *Bad Fur Day*'s hapless Franky the Pitchfork…

Exact your revenge on this flappy fellow by heading for Humba's hut and transforming into a gigantic T-Rex.



Watch out, there's no treading along thin platforms without something making a grab for you.

ALL CHANGE

Step into Mumba's tent and you'll emerge as one of many new beings. Par exemple…

PLUNGER

You've got a fairly limited repertoire of moves when you assume the form of this fellow – just one, in fact, and it's got a lot to do with giant rocks and carelessly-placed fuses.



SUBMARINE

Gadding about Jolly Roger's Lagoon is a lot easier when you're at the controls of this sub – especially as you've got an unlimited supply of destructive torpedoes on board.

SNOWBALL

A mixed blessing. Rolling around on the snow is great fun, *and* replenishes energy. Pick up too much white stuff, though, and you'll be too big to roll through gaps.



BEE

Fresh from *B-K*'s Click Clock Wood, the honeybee returns, giving you the power to explore the colossal mid-air world of Cloud Cuckooland at will. Flighty!

YOU CHEATIN'…

The lengthy alphabetical cheats typical of *Banjo-Kazooie* are back, but this time you're asked to shoot eggs at a tiled display rather than tiresomely butt-bounce your way around a lettered board. Even then, after the cheats screen of *Conker's BFD* – and the fiery fellow inside who'd call you a "dips***" – it's all something of a disappointment.



DODGEM CARS

Scooping up pretty fairy lights isn't easy with a trio of CPU dodgem racers bashing you into the walls. A circular path will fox them.



SCORE TO BEAT – 70 pts

BALLOON BURSTING

More blastery, but with gently rising balloons as the target. It's vital to tap at A as you go, or risk a humiliating fall to the ground.



SCORE TO BEAT – 77 pts

PACKING ROOM

Fairy light-collection part two. Only bulbs that are dumped in the boxes lining the arena count towards your final total, mind.



SCORE TO BEAT – 68 pts

WHO'S TOOIE?
Gnnn. There is no Tooie. It's simply a little 'joke' by Rare. *Banjo* Two... *Banjo-Tooie*... geddit?!? Yep, it ain't funny or clever, but at least Rare are brave enough to have a pop at their own questionable naming policy near the end of the game, when one character yells, "We'll be back... in *Banjo-Threeie!*"



THE MULTIPLAYER

Up to four players can indulge in *Tooie*'s main minigames – but there's a wealth of multiplayer-only stuff, too.

TARGITZAN'S TEMPLE

A *Perfect Dark*-style deathmatch – the arena it takes place in is *tiny*, but things are made much more interesting when handy remote-controlled explosives pop up. Bwahaha!



ORDNANCE STORAGE

Another first-person shoot-out, where Fire Eggs are the best weapons to have to hand/paw. The more complicated map makes for sneakier play, and also some tasty ambushes.



MINISUB SHOOT-OUT

Due to the submarine theme, this is a disappointingly sluggish game, and trickier to control on account of the third-person perspective. Plenty of rocks to hide behind, mind. Nice.



TOWER OF TRAGEDY

Only available after the main game is all but over, this hilarious quiz features both multiple-choice and visual questions, all of which test your knowledge of *Banjo-Tooie* itself.



Banjo and Kazooie splitting up isn't as major a part of Banjo-Tooie as you might expect. Disappointing.



Klungo has three potions – each as disastrous as the last.

If only all games featured moments as downright beautiful as this one. 'I can sing a rainbow...'



These giant magnets in Grunty Industries don't pose much of a threat until Banjo and Kazooie turn into a washing machine.



We blame Nintendo. If it wasn't for their fidgety release schedule, *Banjo-Tooie* could have shone. But, as it is, the bear and bird's belated return to the UK coincides with a certain crude squirrel smashing his way onto the N64. And up against the unique, varied and downright gorgeous *Conker's Bad Fur Day*, *Tooie* can't help but seem like a backward step.

Of course, fans of the blockbusting *Banjo-Kazooie* would have screamed blue murder if Rare had deviated from the original *Mario 64*-aping formula. So *Banjo-Tooie* simply offers more of the same: eight colossal themed worlds; hundreds of agility tests; a fair sprinkling of fast-paced minigames; and so on. In fact, from the very first play, the only noticeable differences from *Banjo-Kazooie* are welcome ones. The visuals are better than ever, meaty bosses pop up for the first time, and – yay! – *Kazooie*'s hopeless camera has been replaced with a far smarter model.

So, with all that, and the fact that *Banjo-Tooie*'s worlds are large and good-looking enough to have the mammoth *Donkey Kong 64* scurrying back into the jungle, there's little to fault *Banjo-Tooie* – at least to begin with. As you tread deeper into *Tooie*'s world, the major changes from *Kazooie* become more obvious – and they aren't anywhere near as welcome as that fancy new camera.

Take Rare's needless and unhealthy obsession with weighing their stars down with extra abilities as *Tooie* progresses. The masterful Shigeru Miyamoto conjured up hundreds of puzzles for *Mario 64*, each one based on the handful of moves Mario began his adventure with. If Rare had done the same, they'd have avoided *Banjo-Tooie*'s most tedious bits – aimlessly wandering vast landscapes like Hailfire Peaks for hours, unsure whether you should be searching for a new ability, or exploiting an existing one.

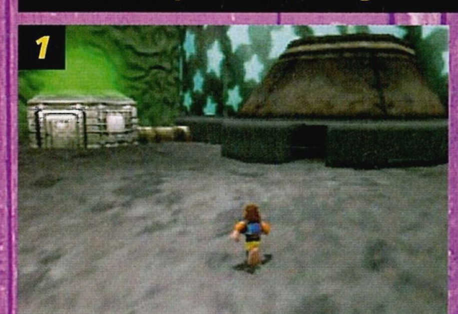
Given that, it's hardly a surprise that when Banjo-Kazooie are morphed into one of many controllable creatures – dinosaurs, washing machines, bumblebees – there's the opportunity to use even more new moves. But what *is* odd is that the fun of exploring *B-T*'s world as another character is ruined by the so-called 'puzzles' – which involve simply finding a tile that matches your assumed form, and standing on it. Even when Banjo and Kazooie split up, it's almost always in order for them to stand on two separate switches that open *another* door.

VISUALS ***From the first area, Banjo-Tooie is a visual knockout. The animation shines throughout.***

RELAY RACE

Even with the help of warp pads, many of Banjo-Tooie's puzzles are unneccessarily time-consuming.

1



1 The Dodgem Ride in Witchyworld is closed – but there's a Mumbo pad conveniently nearby.

2 So, run all the way to Mumbo's hut, then scamper back in shaman form. The ride now opens.

2



3



3 Run to Mumbo's hut and change back to Banjo-Kazooie, enter the Dodgems and... oh. Money needed.

4

4 Run all the way across the level to Humba's hut and she'll change you into a van full of cash.

5



5 Drive all... the... way... back to the dodgems and deposit the money. The ride's open. Finally!

6 Ah. Vans are banned. Incredibly, it'll be another lengthy run – to Humba's hut and back – before you can ride. Rubbish, no?

6

ONLY OPEN TO THE STUPID BEAR AND BRD

But then, when Rare aren't cynically extending *Banjo-Tooie*'s lifespan by withholding moves or making you wander back and forth between Humba's hut to transform, they're charming you with some top-notch puzzles. Tensely tip-toeing up to a caveman's treasure; using spluttering generators in a pitch-black room to illuminate a frighteningly narrow path; firing ice eggs to freeze spinning blades deep underwater. When you reach the mile-high world of Cloud Cuckooland, and realise that pushing objects off ledges will have effects on the earlier levels that lie far below, you can't help but admire Rare's sheer creativity.

Technically, too, *Banjo-Tooie* is a marvel. From the first area – the beautiful Jinjo village, bathed in dreamlike sunset pastels and suffering nary a drop in frame rate as our heroes scamper about – *Banjo-Tooie* is a visual knockout. The animation shines throughout, with everything from coin-spitting fruit machines to baby Stegosaurii dripping with character as they wander around, attack and die. Of course, it's all no match for *Conker* – *Tooie* was finished at least six months ahead of *Bad Fur Day*, after all – but it's all a feast for the eyes nonetheless.

MASTERY ***Any attempts to really hate Tooie are scuppered by the game's wicked sense of humour.***

And any attempts to *really* hate *Banjo-Tooie* – like when you're sent tumbling down a fiery ravine into a lava pool for the fifth time running – are well and truly scuppered by the game's wicked sense of humour. Bosses and enemies are world-weary rather than evil, Kazooie treats everyone she meets with her biting seen-it-all-before putdowns, and subtle nods to other Rare games are ten-a-penny. Even the excellent multiplayer is bursting with laugh-out-loud moments.

But *Banjo-Tooie* is, ultimately, just another platformer. Strip away the fancy graphics and near-endless roster of extra moves, and you're left with a game that doesn't have much more to offer than *DK64*. *Bad Fur Day* might have had its niggles and faults, but it gave the platforming genre a much-needed spring clean – *Banjo-Tooie*, despite delivering a decent complement of clever puzzles and enjoyable run-and-jump moments, just doesn't feel as fresh or as exciting. Here's hoping the *Tooie* team relocate their ingenuity for Gamecube...

MARK GREEN

pluses & minuses

+
- Glorious visuals and animation.
- Plenty to do.
- Decent multiplayer.

–
- Yet *another* platformer.
- Annoying back-and-forth play.
- No match for *Bad Fur Day*.

If you like this...

Donkey Kong 64
Rare
N64/36, 93%
Much monkeying about in the best platformer bar *Mario*.



9 VISUALS
It's all incredibly pretty, but *Bad Fur Day* puts *Tooie* to shame.

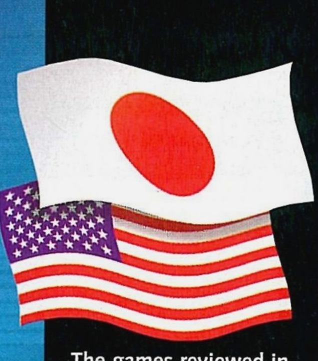
7 SOUNDS
Jolly old tunes and decent effects – fairly predictable stuff, in all.

9 MASTERY
You won't find any cart as packed as Rare's. Put aside 20 hours to finish *Tooie*.

7 LIFESPAN
A long game – but aside from the multiplayer and minigames, there's little replayability here.

VERDICT
Enjoyable enough, but lacks the spark we've come to expect from the folk down Twycross way. Go for *Bad Fur Day* instead.

81%



The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

PREVIOUSLY IN N64 The original *Custom Robo* was reviewed by Jes way back in issue 41.

MUMMY, I'M SCARED...

Well, don't be. The reams of text *are* rather daunting and, unfortunately, make the RPG mode almost impossible to understand. However, it won't take long to figure out the menus and set-up screens, and all the controls can be easily worked out in the great Practice mode. With a dozen or so dummy battles under your belt, you'll have all the savvy you need to extract plenty of fun from the game.



◁ *Loads of options, none of which you can read...*

△ *Conversations are lengthy, making you feel like you're really missing out on stuff.*



△ *Close combat isn't a good idea until you have more weapons.*

△ *Rotate to view your robot.*

◁ *The outer area is actually quite vast.*

CUSTOM ROBO V2

More mecha-mangling



INFO BURST

CUSTOM ROBO V2

FROM:	Marigul
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Now

COST: ¥6,800 (about £38)

Now, excuse us if we get all excited about this one. Because as much as *Custom Robo V2* is hardly the masses' most hotly anticipated title, it has caused something of a stir in the N64 office.

You see, while most of the world is going all loopy over their 128-bit texture-mapped polygons and full-screen anti-aliasing, Marigul have unleashed this cheeky little sequel which, despite its rather chunky appearance and almost complete lack of graphical detail, has one thing in abundance: a long forgotten premise called *fun*.



△ *Unleashing a massive bomb blast like this will cause stacks of damage.*

If any of you missed the first *Custom Robo* (**N64**/41, 83%), fret not – *V2* runs on exactly the same premise. Your character travels from location to location, battling robots in virtual arenas – the more you travel, the more you fight; the more fights you win, the more robo-parts you earn to build your fluorescent-haired, death-dealing, manga mech-warrior.

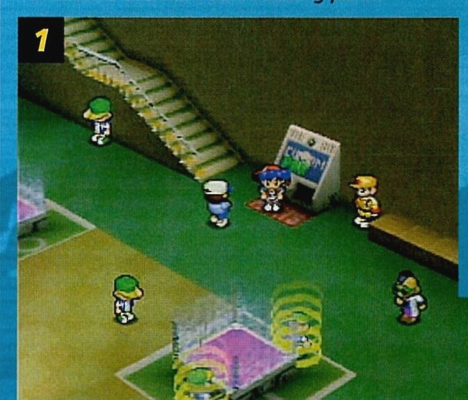
Phew. Pretty exciting, then? Yup. The RPG sections aside – which are utterly incomprehensible to non-Japanese speakers – this is pretty solid stuff. There's absolutely loads to tinker with: arms, legs, guns, bombs, jetpacks – you name it, it's all in here, and all available in a tasty anime-style junkyard where you can evolve your robot into the perfect personalised battler.

In fact, *Custom Robo V2* is very much like another 'breed-and-battle'-style adventure we could mention. Like *Pokémon*, the fun comes through developing your charge into exactly the kind of canned whup-ass opener you want it to be. Legs not speedy enough? Try any of the other 40+ varieties. Weedy gun? No problem. Fight well enough and you'll have all the laser-spitting potential

MECCANO MADNESS

Thankfully, the Japanese text isn't too obtrusive when it comes to building your own bot...

1 *First up, make your way over to the upgrade console and start downloading parts.*



2 *Leg it to the next battle to test out your new kit against increasingly tough opponents.*

3 *Before the conflict, kit up with your new bits. All add-ons have specific strengths and weaknesses to bear in mind. A meaty blaster will take longer to charge-up than a punier, faster-firing one, for instance.*



4 *You can even alter your character at points, allowing you access to different types of add-on.*



5 *Make sure you always give your bot a test-run in the handy holographic arena.*

6 *Once you're satisfied your machine is fit to fight, take up an opponent's challenge for the right to earn better weapons.*



mayhem. Mint.

your heart desires – and then some. Each and every mechanical appendage you earn really does make a difference to the way your robot handles, so customising your fella becomes a genuine labour of love as you attempt to weigh up the pros and cons of each new limb and weapon.

As in the first *Custom Robo*, the presentation isn't exactly mind-blowing, but the garish colours, oversized polygons and super-smooth action really suit the game's sense of fun. The handling for each 'bot is sublime, making moving around the 3D arenas almost second nature and allowing you to concentrate on the best bit – delivering a full payload of streaming lasers and guided missiles into your quick-footed competitor. The sound's suitably strange, too: weird sucker noises and pea-shooter effects that squeak and chirp their way through the frantic battles, making *V2* a hilariously manic experience.

As if all that wasn't enough, set up a multiplayer match and you'll be utterly hooked. While only two robots can fight at once, you can opt to tag in a mate at any point for some unparalleled four-player, team-based scrapping. So, if you own a convertor cartridge or an NTSC N64 and fancy something original – give this one a go. Believe us, you'll be more than pleasantly surprised.

GERAINT EVANS

VISUALS *Garish colours and oversized polygons really suit the game's sense of fun.*



Tooled up to the nines, we're starting to kick some ass.

This person here is actually your little sister, who jabbers on for hours while you skip text... for hours.

The further you progress, the crazier the battles can get.

N64 PASSPORT COMPATIBLE
CODE E93D0054-003F
You can play this on your UK machine with a convertor cartridge.
V3 only

pluses & minuses

+
- Fast and frantic.
- Loads of kit with which to customise your robot.
- Excellent four-player Tag Team mode.

–
- Impossible to understand the huge RPG sections.
- Loads of text to wade through.
- A little too easy at times.

If you like this...

Sin & Punishment
Treasure
N64/51, 89%
A fast, frantic anime-styled blaster.





ACCESSIBILITY
The plot is lost, but the fighting is simple enough.

8 VISUALS
Not exactly detailed, but they do a splendid job of delivering fluid animation.

6 SOUNDS
The usual bouncy, chirpy Japanese effects, and bizarre battle noises.



7 MASTERY
Hardly pushes the N64, but a lot of effort and imagination has gone in.



7 LIFESPAN
A fair single-player challenge – outstanding multiplayer longevity.

VERDICT
Pure, simple fun, hampered slightly by the language barrier. Still a frighteningly good laugh, though.

84%

SUPER BOWLING

Athena 'bowl' us over. Geddit?

PREVIOUSLY IN N64 We reviewed the Japanese version of *Super Bowling* in N64/30. Two years ago!



Cute anime-style heroines bowl side by side with oversized blue ogres in Super Bowling. Crazy stuff.

Don't worry about the fogging – it's there for effect.



There's that wacky dancing bird. Odd.

One pin left. That could cost us dear.

There are just eight characters in total, and it won't take very long to unlock them all.





This is the last of Super Bowling's levels – it's a tricky blighter and no mistake.

N64 PASSPORT COMPATIBLE
CODE E93D0054-003F
You can play this on your UK machine with a convertor cartridge. v3 only

Seeing the word 'Super' in front of something dull-sounding is usually a sign that what you're about to experience is anything but super. Think 'Super Noodles'. Or 'Superted'. Or – here's one for all you mums and dads out there – the appalling Supertramp.

So, it's a pleasant surprise to find that *Super Bowling* is, if not actually super, at least jolly good fun. The game might tend towards the worryingly wacky at points – see the strange break-dancing penguin pictured at the top of the page if you don't believe us – but for the most part developers Athena treat you to round after round of fast-moving and enjoyable skittle-toppling, which manages to give *Super Bowling*'s only rival, the dreadful *Milo's Astro Lanes*, a thoroughly-deserved kick in the teeth.

That said, it's difficult to pinpoint exactly *what* makes *Super Bowling* so compulsive. Perhaps it's the perfectly-modelled physics, which mean that every tweak of direction, speed and lane type leads to a corresponding difference in the way your ball trundles towards its destination. Maybe it's the crystal-clear visuals, with shiny lights and reflections on polished surfaces that lend the game a surprising amount of atmosphere. Or perhaps it's the spot-on sound effects – everything from the rumbling of the ball to the clattering of the pins is sampled with spine-tingling authenticity.

Wherever that elusive factor lies, it makes *Super Bowling* an unnervingly entertaining game. Inevitably, it *is* hugely limited – you'll race through the single-player and unlock the entire cast of bizarre bowlers in no time, and the multiplayer won't hold your attention for much beyond a week or two. But while it lasts, *Super Bowling* makes knocking down wooden sticks on a TV screen *fun*. In fact, it's a ball! Aha. Ha. Hmm.

MARK GREEN

INFO BURST

SUPER BOWLING

FROM:	Athena
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	17 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Never	Now

$50 (about £35)

ENTER STAGE LEFT

As well as the usual Solo and Vs options, Super Bowling comes equipped with an interesting 'Stage' mode. Ostensibly a means of practising your throws, it also acts as a kind of 'puzzle mode', setting up a series of pin combinations at the end of the lane, and asking you to topple them all with one – or occasionally two – balls. From the very first test – the 'Baby Split', where just two pins taunt you from the left-hand side of the lane – it isn't at all easy.



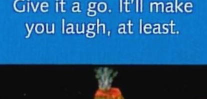
pluses & minuses

- Wonderfully crisp visuals.
- Plenty of lanes and characters.
- Authentic feel.

- Won't last long.
- Cheating computer bowlers.
- The odd fiddly control moment.

If you like this...

Milo's Astro Lanes
Interplay
N64/26, 38%
Give it a go. It'll make you laugh, at least.





8 VISUALS
Hi-res visuals make for a truly beautiful bowling bonanza.

8 SOUNDS
Close your eyes, turn up the volume, and lose yourself in the realistic sounds of the alley.

7 MASTERY
Not much actual *game*, but it's all attractive, fluid and polished.

6 LIFESPAN
A decent collection of solo and multiplayer modes, but knocking down pins will pall.

VERDICT
By rights, this should be eyelid-droopingly dull. But Athena's attention to detail makes *Super Bowling* an unexpected pleasure.



PREVIOUSLY IN N64 We last had a look at *WCW Backstage Assault* in **N64**/53.



The greatest camera that videogames have ever seen.

Hulk Hogan has taken up plumbing.

Crikey. Never fear, no human sacrifices are called for. Nice stick, mind.

Goldberg's out-sized by our own devised crazy. Time to peg it, son!

We had no idea you could score points for stylish laying down of the smack.

That's 'toilet' to the likes of you and us. Real swanky, though.

WCW BACKSTAGE ASSAULT

An assault on public decency.

Never let it be said that we don't enjoy pummelling our chums into submission for a few giggles. In fact, Geraint can be found most lunchtimes with his head down the toilet, loving every single minute of it.

So the potential for entertainment in *WCW Backstage Assault* seemed just great – until it came round to playing the blighter, whereupon it became painfully clear that this is a technically inept and barely playable messy accident. Yes, you can take on the mantle of your chosen WCW almost-was and use bits of your natural surroundings to deliver the smack to your chum in seven (count 'em!) semi-different areas. But it's just no fun when your characters skate about like flies while you hammer at the buttons inanely. With *WWF No Mercy* and its ilk you can employ actual skill and reactions to strategically mangle your enemy, whereas in the clumsy world of *Backstage Assault*, your well-conceived plans are soon laid to rest.

N64 PASSPORT COMPATIBLE CODE E93D0054-003F You can play this on your UK machine with a convertor cartridge. V3 only

Good things may come in threes, but everything in *Backstage Assault* comes in twos – a maximum of two characters on-screen and, crucially, only two human players at any one time. Inexcusable. A grand total of two states of animation have been employed by the look of things, which strips the experience of ripping into your mate with a fork-lift truck of any enjoyment whatsoever.

Backstage Assault, then: a classic case of a decent idea ruined by weak execution. Stick to the backstage areas in *No Mercy* – there's not quite as much comedic potential, but thanks to both style and skill, it's a *lot* more enjoyable to play. Anyone having issues with this particular decision is quite welcome to voice their concerns outside in the car park any time you like, pal.

ALAN MADDRELL

INFO BURST

BACKSTAGE ASSAULT

FROM:	EA
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	33 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

$50 (approx £35)

MOVE LIKE AN ANGEL

Or not, as the case may be. High points of each bout would have to include picking up a telephone, fire extinguisher or water cooler to wield unsociably. You can often find these by Irish Whipping someone into the scenery. Of course, by doing so you might set them on fire, which results in much comedy capering. However, for our money, the high-flying attacks are the most enjoyable ones to attempt. "Aerial opportunity!" will flash up every so often, and that means it's time to risk some serious injury in the air. Geronimo!



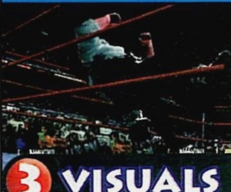
pluses & minuses

- Loads of stuff to unlock.
- Quite silly.

- Looks dreadful.
- Plays worse.
- Er, four players?

If you like this...

WWF No Mercy
THQ
N64/49, 92%
Thigh-slappingly good wrestler that has yet to be beaten.



3 VISUALS
Dull arenas and Mesozoic-era animation. Pure tripe.

6 SOUNDS
Genuinely amusing commentary with Carry On sound effects.

4 MASTERY
Might have looked alright a couple of years ago. A truly shoddy effort.

5 LIFESPAN
A fair amount to unlock, and moderately challenging, but just no fun.

VERDICT
Smacking someone over the head with a urinal should be a lot more fun than this cack-handed enterprise. Best left well alone.



46%

pluses & minuses

+
- Good, bumpy fun.
- Challenging and deep.

−
- Shameful scenery-drawing.
- Dodgy multiplayer.
- Mildly glitchy.

If you like this...

Excitebike 64
Nintendo
N64/43, 90%
Wave Race on mud. Top-quality handling and great fun.



4 VISUALS
Technically unambitious, but the riders themselves look okay.

5 SOUNDS
Outstandingly average, just like everything else in this game.

5 MASTERY
If more had been crammed onto the cart we would have been in business.

5 LIFESPAN
Challenging enough to last a while, plus it's quite a good chuckle.

VERDICT
Average is as average does. Apart from some critical flaws, *Polaris* is a passable racer which some folk just might enjoy. The definition of a middling game.



57%

PREVIOUSLY IN N64 We last crested the powdery peaks of *Polaris SnoCross* in issue 53.



△ Falling snow changes its direction with your speed.

△ Normally you'll be on the worse end of mid-race collisions. Very nasty...

△ You'll feel dead flash pulling off such stuntery at high altitudes. Nice.



A BETTER WAY

One feature that characterises a lot of the better racing games is the ability to take different routes round each track. Happily, Polaris is laden with such opportunities. Unsurprisingly, if a route looks hard to get into, it'll pay dividends should you manage to – and when the computer is riding a superior sled and crashes a lot less than you, those shortcuts prove essential...

POLARIS SNOCROSS

Skis with a motor on top? Crikey!

Now here's a claim. *Polaris SnoCross* calls itself "The one and only snowmobiling game for the Nintendo 64". We're not about to argue with that – but then we're unsure if having snowmobiles in your game is something to shout about.

Anyway, as racers go, *Polaris* is strictly middle-of-the-road, and is reasonably comparable in style to bumpy off-roaders like *Excitebike*. However, there's a much greater emphasis on having the best tool for the job – selecting a lightweight, nippy tyke of a sled is spot on for a twisty course where a meatier beast might send you ploughing into the walls. Similarly, by placing highly and pulling off cheeky mid-race stunts you can earn wrenches, which can be allocated and re-allocated to improve your sled's statistics from race to race. Nicely.

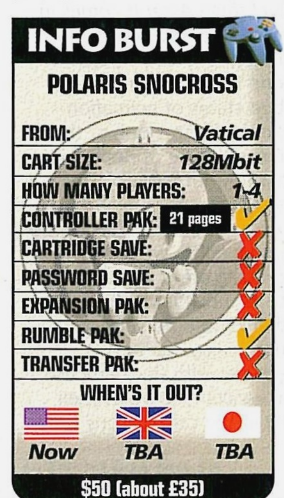
Where *Polaris* falls down, though, is in the scenery department. The limited draw distance and resulting fade-in are just *sooo* 1997. Developers Vicarious Visions can throw things around at a pace almost worthy of *Podracer* at times, but should be gently chided for allowing a couple of glitches to slip past QA. Our game crashed a couple of times mid-race, and we noticed some camera strangeness during the otherwise-laudable replays.

Naturally, there's also a multiplayer – but despite keeping consistently smooth action, there are a few no-nos going on here as well. No catch-up handicap, a (gasp!) vertically split two-player mode, and a forced first-person view in three and four-player. Plus, there are *very* few tracks to enjoy with friends. Naughty.

Overall, the single-player game is a solid enough effort, but *Polaris SnoCross* shouldn't really tempt potential importers when there are far better racers out there. Hold tight – *Excitebike* is out over here very, very soon...

ALAN MADDRELL

N64 PASSPORT COMPATIBLE
CODE E93D0054-003F
You can play this on your UK machine with a convertor cartridge.
V3 only



INFO BURST
POLARIS SNOCROSS

FROM:	Vatical
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 21 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

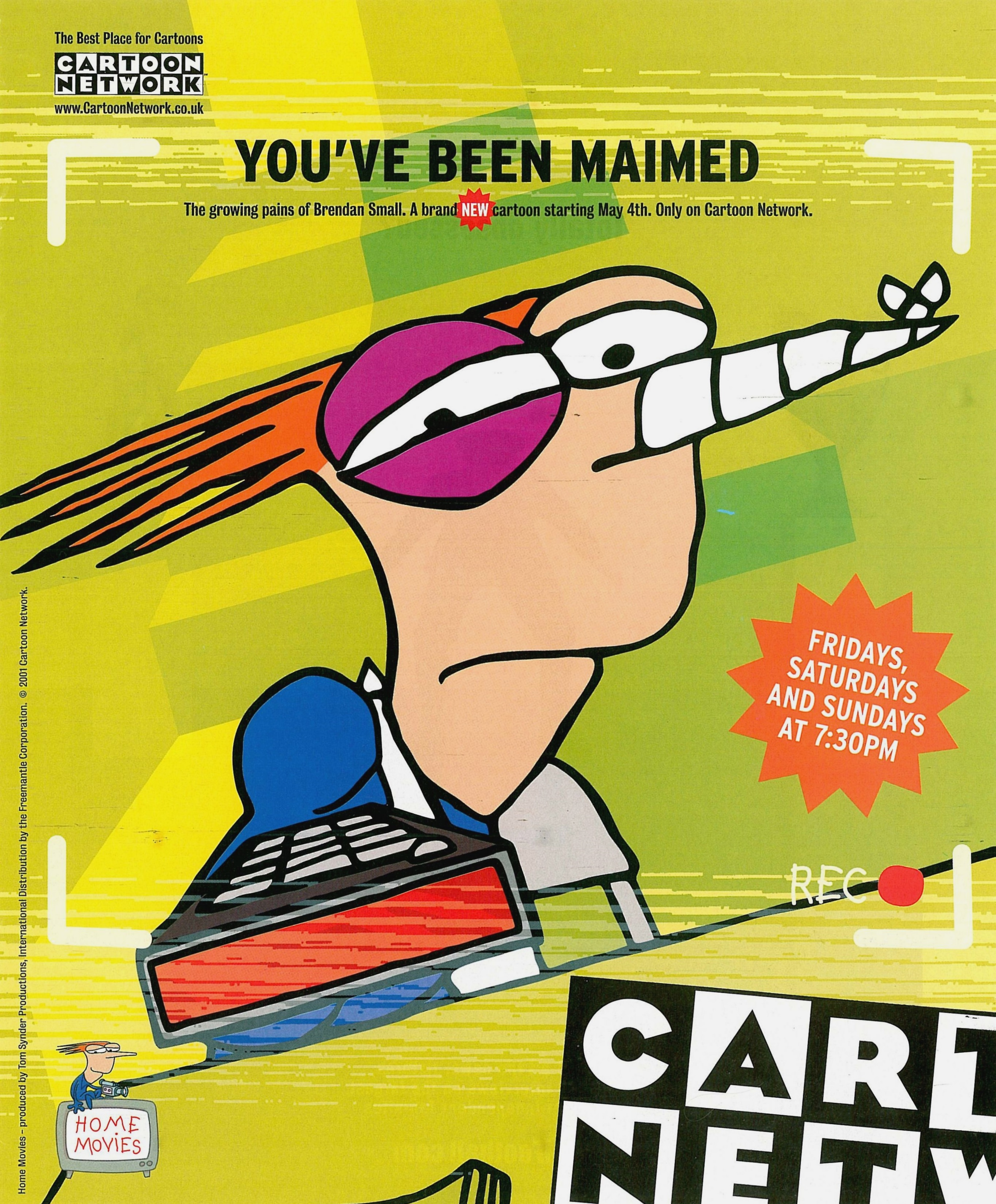
WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

$50 (about £35)



▽ Looks like a nifty shortcut up there. Go on, get to it, son...

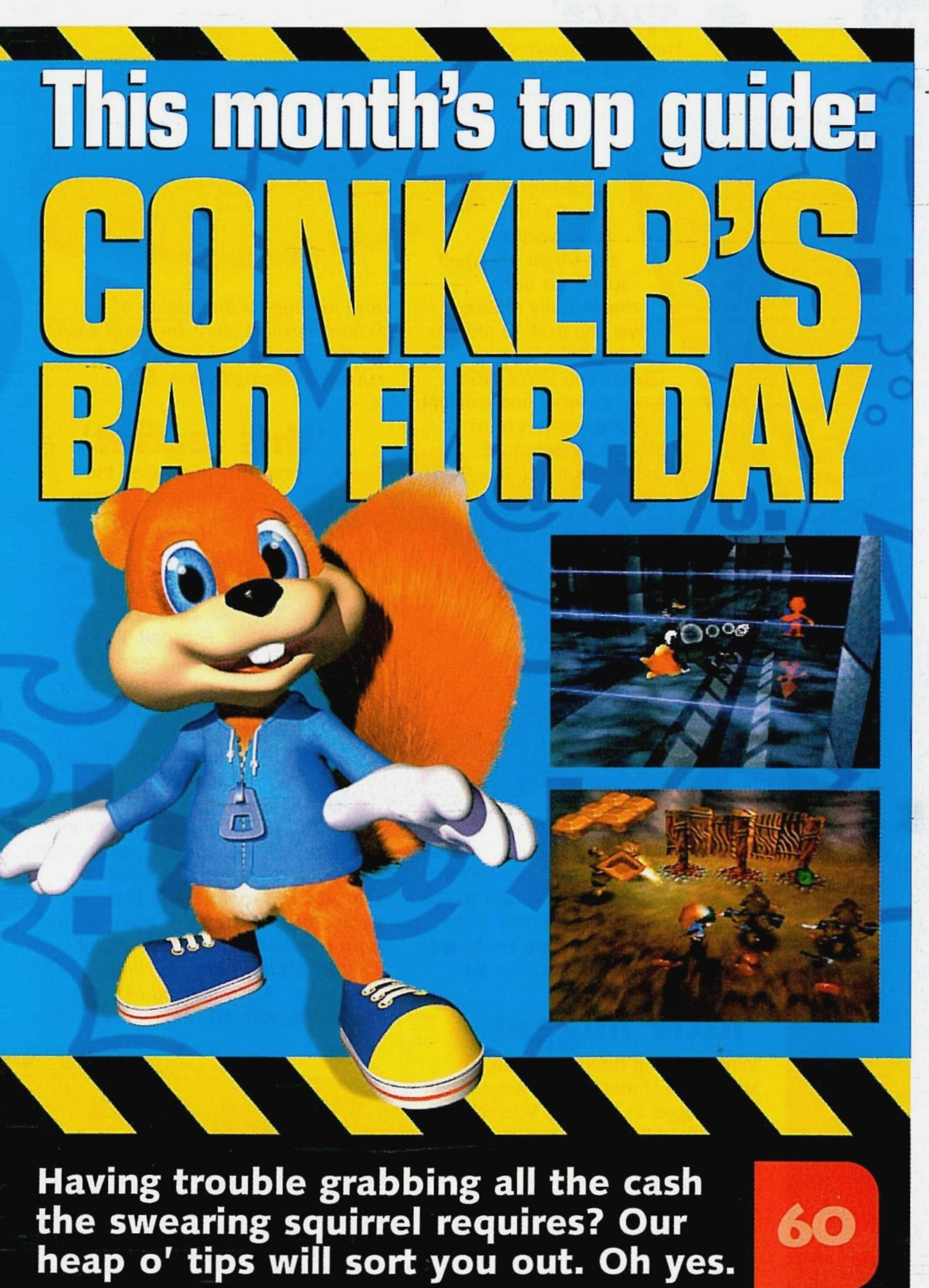

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CARTOON NETWORK
www.CartoonNetwork.co.uk
YOU'VE BEEN MAIMED
The growing pains of Brendan Small. A brand NEW cartoon starting May 4th. Only on Cartoon Network.
FRIDAYS, SATURDAYS AND SUNDAYS AT 7:30PM
REC
HOME MOVIES
Home Movies – produced by Tom Synder Productions, International Distribution by the Freemantle Corporation. © 2001 Cartoon Network.


EXIT

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64



This month's top guide:

CONKER'S BAD FUR DAY

Having trouble grabbing all the cash the swearing squirrel requires? Our heap o' tips will sort you out. Oh yes. 60

skill club MILLENNIUM
Skill Club will be back next month!

GO! GO!

Club 64 MAILBOX

Club 64, N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.
Fax: 01225 732341
e-mail:
n64@futurenet.co.uk

Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (from RadicaUK Ltd: 01992 503133). All other letters printed win a prized **N64** badge!



From A (acute observations) to Z (*Zelda* tunes on the move) we've got the lot this time round! So settle back and enjoy...

N64 STAR LETTER

'good ringtone'

After getting a new mobile phone, I decided to search the Net for a good ringtone. Lo and behold, one site – www.mobilemelodies.com – featured the *Legend of Zelda* theme. The keytones here are for Nokia phones, but you'll find a Siemens version on the site.
Nicholas Wigley, West Midlands

Marvellous. Watch out for The Legend of Zelda: Nokia 8210 of Time *on an N64 near you soon.* **Ed**

ZELDA MELODY

2#a1 2f1 4-
8#a1 8c2 8d2 8#d2 2f2 2-
4f2 4f2 8#f2 8#g2 2#a2 2-
4#a2 8#a2 8-
8#g2 8#f2 4#g2 8#f2
2f2 2-
2f2 4#d2 8#d2 8f2
2#f2 2-
4f2 4#d2 4#c2 8#c2
8#d2 2f2 2-
4#d2 4#c2 4c2
8c2 8d2 2e2 2-
2g2 1f2
Tempo: 200

If only: the next step on from a Zelda ringtone?

Correction corner

Ah, yes... Can't be perfect *all* the time, can we?

In issue 51's review of *Spider-Man*, you said Spidey might "eat his wife after a night of passion." It's the other way around, Mr Maddrell, or else we would have a distinct lack of spiders in the world.
Ben Campion, via email

Good point, well made. To pay penance for his flawed knowledge of the arachnid world, Alan has duly been sent to serve time in The Hole™. **Ed**

So, we can buy *Paper Mario* in UK shops right now, can we (issue 52, page 18)?
Laurence Crook, Cirencester

Um, no. Although anything's possible with Nintendo's ever-shuffling release schedules. **Ed**

In issue 51, on page 14, you printed "WIN TEMPEST TGCs!" in big capital letters. If you're referring to a 'Trading Card Game', I think you'll find its 'TCG'. Was this the evil doing of Mark?
Peter Howell, Maidstone

Nope. That's Geraint's fault, actually. He's also been repeatedly referring to a mystery game called Conker's BDF. Crazy fool. We'll have to shoot him. **Ed**

Why, oh why is the 90% on the opening pages to the **N64** Arena coloured green, when it should by rights be a bright yellow?
Andrew Penman, Glasgow

That's because it just isn't ripe yet, you see. **Ed**

'shelf space'

Have other readers noticed the lack of choice in their local stores? In the high street chainstores like Game, Woolworths and Virgin, the shelf space has been dramatically reduced over the past 12 months. In shops like Currys, Dixons and HMV, N64 games are now non-existent. These retailers must realise that just because Gamecube's coming, it doesn't mean that thousands of N64 owners will stop buying games.
Ian Kirk, Nottingham

We've seen this all before. A year ago, stores reduced N64 shelf space for Dreamcast's arrival – but they rapidly reversed that decision when Sega's white box failed to sell. This time, shop managers have cleared the decks for PlayStation 2, and had their fingers burned again as it fails to live up to expectations. The N64 is the great survivor – and there are heaps of great new games to come. **Ed**

'little nugget'

While reading through a book of short sci-fi stories, I came across this little nugget in a Hilbert Schenck tale named 'Silicon Muse'. It was written in 1984 – coincidentally, the same time that Carrington discovered the Maians checking out Earth. Perhaps a conspiracy on a bigger scale than we thought?
Martin Walton, Tregaron

...OU THE FINAL EXAM AS SOON AS IT COMES THROUGH A ...SSOR. ALSO FRANCINES QUALIFYING EXAM. ALSO SHAVE OFF THAT MOUSTACHE! GET THIS STORY OFF TO OUR AGENT IN MILFORD AND TELL HER WILL HAVE THE COLLECTION COMPLETE IN A COUPLE MORE T.A. SESSIONS. WHEN YOU GET YOUR FIRST LUMP SUM FROM THE SNODGRASS LAWYERS TAKE THE CHEQUE TO OUR BROKER AND BUY AS MUCH OVER-THE-COUNTER DATADYNE CORP YOU CAN. ILL APPRECIATE AN ORDER OF MAGNITUDE BY SUMMER. ILL TAKE CARE OF THE GRANT ACCOUNTING NUMBERS. IT JUST MEANS A LITTLE CREATIVE MOVEMENT OF THE UNIVERSITY SURPLUS. NOW CHARLIE YOUVE GOT TO NEGOTIATE A LOWER BASE WITH COMPUTER SCIENCE FOR THE T.A. TIME SLOTS OR ELSE WELL THINK ABOUT LEAVING THE SCHOOL AND GOING OUT ON BIDS TO THE COMMERCIAL VENDORS. TELL THEM THAT! BYE BYE CHARLIE. SEE YOU NEXT WEEK END TA 1500:00. END.

Dr Perry's earlier diffuse expression was now much firmer as he studied this last output with a broad, almost a bubbling smile, his white pointed teeth tight together, his often-vague eyes now showing a purposeful glint. This was no arcade game, he thought exultantly. This Pac Man, *his* Pac Man, might eventually gobble up the world!

And judging by the quality of Schenck's short story, he could easily be the man behind Perfect Dark's *cut-scene dialogue, too.* **Ed**

'this leaflet'

I recently purchased the excellent *Shadowman*, and inside the box I found this leaflet. In it, there was an N64 game called *Ultimate Football*. I've never seen it in your magazine or in any shops. What's going on?
Jamie Waterhouse, Rotherham

Ah, yes. Ultimate Football *was on the release schedule for months before mysteriously disappearing. Our Acclaim contact says that "The people behind the game were shifted onto other projects, which meant they didn't have time to complete the game." Never looked like competing with ISS, anyway.* **Ed**





△ We actually found this hidden deep in Andrea's drawer. No, wait. That's a lie.

'their album'

Yes, **N64** mag, you can overlook the obvious! The band Nintendo Teenage Robots must have been dismayed that you ignored them in your Ninty music feature. Fools! They even composed a song about the Game Boy Camera! It is true, I swear – their album is in your local HMV. Check it out!
Raymond Burr, via email

Described as "a mid-range assault on the very idea of what is appropriate in a recording of electronic music" in one review, 'We Punk Einheit!' is actually the work of Alec Empire, frontman of German rockers Atari Teenage Riot. Everything's composed of Game Boy bleeps, and at least one song has a title that we couldn't possibly print. **Ed**

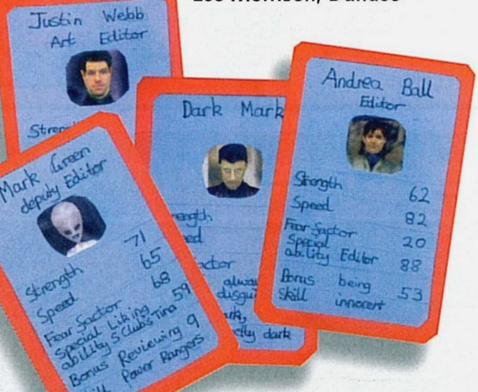
'their strength'

I was looking through my old **N64** magazine giveaways when I stumbled on the Pocket Battle Cards. Immediately, I decided to make my own. I took four **N64** team members and decided their strength and so on. I hope you like them!
Scott Cumming, Hertfordshire

Very nice they are too, Scott. But as for Andrea's special ability being 'Editor' – you wouldn't say that if you'd worked with her. **Ed**

'caught my eye'

I was watching TV today and something caught my eye. It was an advert for the Lego Bionicle toys, and specifically the videogames based around them. In the corner of the screen was a PC logo... and a *Game Boy Advance* symbol. What do you think about that, then?
Lee Morrison, Dundee



△ Where's the Steve card, eh? 'Bonus skill: being short.'

Very well spotted. A spokesperson tells us that "Lego Bionicle will hit the shelves in September on Game Boy Advance." So there you go. **Ed**



△ Lego Bionicle – coming to GBA! Eagle eyes, Lee Morrison. Nice one.

'very suspicious'

I recently went skiing, and came in contact with a make of skis called 'Fischer' whose symbol is exactly the same as the Triforce from Zelda. This seems very suspicious. Check it out – their website is www.fischer-ski.com.
Tom Buckley, Wirral

And to think that Link wasting all that time chasing after Ganon, when Mr Fischer had the Triforce all along. And he's painted it red, the cad. **Ed**



'gaming gods'

Shigsy has done it again. By bringing online gaming to Gamecube, we the readers will have the chance to battle against the guys and gals at **N64**. After all, you always claim to be gaming gods – so, when the time comes, you can go online against the readers and prove your might.
Deborah Walsh, via email

Oh, dear. A quick office poll reveals that only Alan is anywhere near Internet-savvy – and we doubt he'll find many volunteers for the kind of online pursuit he's most interested in. **Ed**

'a trend'

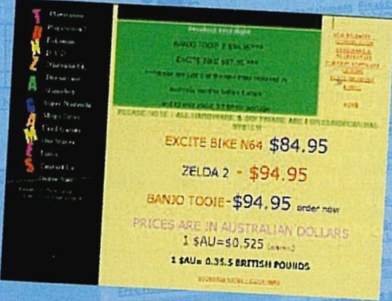
I think I've discovered a trend developing in Rare's first-person shooters – 'Second Level Syndrome.' In *Goldeneye*, the best level in the game is the Facility, with the stealthy entrance through the toilets, sneaking up behind guards, scientists working in their labs and terrific music. In *Perfect Dark*, too, it's Datadyne Research: Investigation that features the most subtle flashes of genius – the cleaning robots, the Camspy, etc. What do you reckon?
Gavin Lane, Worthing

Probably something to do with the first level of most games being designed to 'ease you in'. Other sufferers of Second Level Syndrome include Treasure Trove Cove in Banjo-Kazooie, and... er... oh, that's it. **Ed**

SURF'S UP

Your websites, exposed to a whole world of surfers.

TUNZA GAMES
www.tunzagames.com.au
Yes, we know – this Australia-based online store isn't technically a reader's website. But seeing as we messed up Tunza's web address good and proper last time, we thought it best to sing their praises all over again. Here's what they offer – PAL games (so no convertor needed), months before they're out in the UK, and at gobsmacking prices. So what are you waiting for?



THE RARE WITCH PROJECT
www.rarewitchproject.net
Featuring **Al Pierce** from Wiltshire and **Mitchell Kleiman** of New Jersey – the two chaps who came up with those staggering *Banjo-Kazooie* codes back in **N64**/51 – the Rare Witch Project is a superb site dedicated to all things *Banjo-Tooie*. Tips, secrets, movies, music, desktop wallpaper – it's got the lot, as well as a host of links to the best of the *BT* sites elsewhere on the Web. Lovely stuff.



Created a website you're proud of? Send the address and your details to: Surf's Up, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

GO! GO!


BONUS LETTERS

I left Carmageddon in the freezer at around -5°C for 6 hours.
Tom Piper, Surrey

Best thing for it, I reckon. **Ed**

Which is the best and easiest girl to get?
Matt Bunn, High Wycombe

You're a sick man. **Ed**

Please tell me, I have housework to do.
Sam and Tom's mum, Watford

Get the kids to do it. **Ed**

Give the scientist who discovered this miracle a promotion!
Alix Keeble, York

No chance. **Ed**

Limp Bizkit should make a soundtrack for the *Perfect Dark* game on Gamecube.
Adrian Rose, Bromsgrove

Yes. That would be 'great'. **Ed**

For your information, we played that game 'til our fingers bled.
Thomas and Jack Horsfeild, Burnley

And my mum always told me that it'd make you go blind. **Ed**

Does Ed stand for Editor?
Matthew Foote, Nowhereville

By Jove, I think he's got it. **Ed**

One of my mum's herb dishes is labelled Marjoran. Ring any bells?
David Hardy, via email

Yes, I'm sure Shigsy ferreted around inside your mum's kitchen cupboards for inspiration. **Ed**

Can you play Dreamiest games on Gamecube?
Michael Duffell, via email

That's what you get for trusting your spellchecker. **Ed**

I saw Tim on Newsround.
Luke Miles, vie email

That Weaver gets everywhere. **Ed**

Craig David was robbed.
Oliver Bentley, Milton Keynes

I just wish Scooch had been given the recognition they deserve. **Ed**

BARGAIN HUNTER

Every month, we'll be printing details of the best N64-related bargains recently spotted by you – our legions of loyal readers. We'll even reward the best bargain hunter with a prize for their efforts! This month, **Richard Eccleston** nets a copy of *Banjo-Tooie*. Lawks!

WOOLWORTHS

Super Mario 64 £9.99
Rakuga Kids £17.99
Spacestation: Silicon Valley £14.99
Richard Eccleston, Stourport

HMV

Jet Force Gemini £12.99
Richard Eccleston, Stourport

E-PLAY

Quake II/Armorines/All Star Tennis/Road Rash 64 Any two for £30
Turok 2 £10.99
WWF Attitude £13.99
WWF Warzone £11.99

Spotted an N64 bargain? Tell us where! Write to:
Bargain Hunters,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW

(Offers not guaranteed in stores nationwide.)



Online Bargains

TUNZAGAMES
www.tunzagames.com.au

Banjo-Kazooie around £11
Ocarina of Time around £12
Jet Force Gemini around £20
Mario Party 2 around £30
Ridge Racer 64 around £20

SOFTWARE FIRST
www.softwarefirst.com

XG2 £14.99
ISS64 £13.99
Multi Racing Championship £19.99
Turok Rage Wars £17.99
V-Rally £14.99

So tell me this

Is *Resident Evil: Zero* still coming out on N64, or will it be Gamecube-only?
Charlotte Cook, Dunstable

The N64 version has been canned completely – according to Capcom's programmers, that's thanks to "the technical limitations of the console". The spangly GC version of Resi 0 should be ready for the machine's Japanese launch in July, though.

1. Are there any plans to release *Sin and Punishment* in the UK?
2. When will *Eternal Darkness* be released?
'Water Gauge', via email

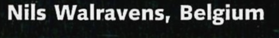
1. Chances are Sin and Punishment will make it to the US by the skin of its teeth, especially if Gamecube's delayed. Sadly, though, a UK release is an almost definite no-no.
2. ED looks increasingly like it's upped and moved to the Gamecube, if cagey comments from Silicon Knights' head honcho Denis Dyack are anything to go by. We reckon you'll see it on that purple box of tricks by the end of this year.

Nice article on playing import games in **N64**/51, but where the flippin' nora can you get one of those ZE1 anti-tamper screwdrivers that opens up your N64?
Neil Robinson, via email

The Maplins catalogue should be able to help you out – if you haven't got one, try the website at www.maplin.co.uk.

1. Could you please give me the code that'll let me play an American version of *Hey You Pikachu!* on a UK machine using the Passport converter cart?
2. What will be the first Mario game for Gamecube?
3. Is a *Harvest Moon* sequel, or anything similar, coming to the UK?
David Valente, Belfast

1. Just this once, then: it's E93D0054 003F. As of next month, we'll be printing the Passport code for every US and Japanese game out there, making the import world your oyster.
2. Well, we reckon the Luigi's Mansion clip shown at Spaceworld last year is definitely being turned into a proper game by Shigsy and co – and you can bank on the cube-chucking Mario 128 demo being hidden inside that game somewhere.
3. Nope. Harvest Moon 2 won't be released here, Animal Forest – Shigsy's similar game – is destined to be Japan-only, and that's it. Soz, David.

1. Will *Metroid 4* be a first-person shooter?
2. If you look at the Cube's controller, there are no C-buttons. How will *Zelda 128* work, then?
3. Will you be able to play import Gamecube games without a converter?
4. Can we expect *Mario Kart* and *Banjo-Kazooie* on the Cube?

Nils Walravens, Belgium



'call the lawyers'

The other day I was watching the movie Legend on BBC2 – you know, the one with Tom Cruise and Tim Curry – and I realised it was a lot like *Zelda: Ocarina of Time*. It's all about a local forest boy, and a princess who gets kidnapped by a horned monster that's eventually destroyed by light. One pixie boy even owns a yellow fairy. Nintendo – call the lawyers!
Jamie Folwell, Rugby

But then, Ocarina of Time appeared over ten years after Ridley Scott's fantasy epic. Ridley – call the lawyers! **Ed**

'not as ugly'

I decided to create a paper Gamecube and see what it would look like under my TV. It's not as big as some critics might say, and it's certainly not as ugly and bulky as Microsoft's XBox – which is as big as a VCR, for pete's sake. Hope you like it!
Joseph Murphy, Newmarket

Great stuff – even the handle's there, which is more than you can say for our shoddy cardboard effort. Nice relaxing turquoise colour, too. **Ed**

1. Rumours suggest that it'll be a first-person adventure, with the camera flipping to an over-the-shoulder view when Samus performs certain actions, like rolling into a ball. Metroid should be ready for Gamecube's Stateside launch, too. Whoop!
2. There are no C-buttons, but remember that the X and Y buttons have made a welcome return from the SNES pad, giving Zelda 128 plenty of room for manoeuvre.
3. No. Expect ingenious folk to conjure up a disc-based version of the Passport before too long, mind, allowing you to play American and Japanese games to your heart's content.
4. Mario Kart – almost certainly, and with some kind of link-up to the GBA version. Banjo-Kazooie – probably, but Perfect Dark 2 will be first from Rare.

Got a Nintendo-related query? Send it to:
So tell me this...,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW

The N64 Magazine BOARD

Now Incorporating Monster Museum!
Nintendo World

Pokémon Gold/Silver's cast – excellent stuff, Nader Kohbodi from Bangor!

Nader even put both the English and the Japanese names. Neat.

Gateshead chap David Bell crammed in the characters here. Nicely!



This is by Rosie Clarkson, from Staines. Good stuff.

"Print this or die!" warned Emma Peddie from Wokingham. We can sleep easy now.

See how Shigsy's Zelda magic rubs off on those who play it? Thanks, Ilana from Doncaster.



Lara Hing from Surrey is the talent behind this offering.



N64 Board regular Tracey Chung's Joanna Dark

HOW TO...

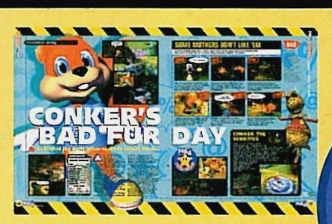
squirrel away all the cash in

CONKER'S BAD FUR DAY

Part one of our expert guide to keeping your tail bushy and your coat decidedly unruffled.

by Geraint Evans

WHAT WE SAID


CONKER'S BAD FUR DAY

We reviewed *Conker's Bad Fur Day* in issue 53 and this is what we concluded:

"A bold attempt at doing something different which mostly works – but too many faults stop it hitting the magical 90% mark."

89%

So the cheeky ginger one's been giving you grief, eh? We know exactly how you feel – he's hardly the most forgiving mammal in the world. Well, worry no more, folks – because after only a few days of severe mental torture, we've managed to beat *Conker's Bad Fur Day* into submission and bring you all you need to know to finish Rare's high-quality romp. The puzzles, the bosses, the cash and, of course, the filth – you'll get it all, half now, half next month.

N64 MAGAZINE STAR GAME



SURVIVAL TIPS

Conker's can be fairly harsh at times, so here are a few pointers.

INFINITE LIVES



If you collect an extra life, leave the way you came in, then return, you'll find that the tail has respawned. Take advantage of this right at the start – grab the life hanging on the signpost, then exit and re-enter through the door just past the gargoyle.

PRECISION JUMPING



Always ensure that you're lined up for jumps by using Bottom-C to put the camera behind you. Also, when jumping between ropes, use Bottom-C to ensure that the rope you want to jump to is *directly* behind you – that'll save you loads of trouble.

HARD CASH



If you think you've completed an area, but can still hear the cries of the money, make sure you find it. There's nothing worse than beating a particularly hard section only to have to tackle it all over again because you need the cash. Gnrrr...

HUNGOVER

Sore, aching head? Tongue like a roll of sandpaper? Some help would be welcome, right?

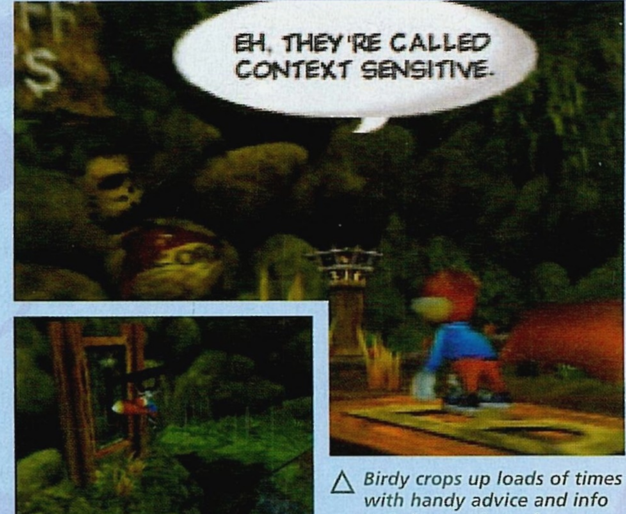
1 SCAREDY BIRDY

After your drunken ordeal you'll be needing some relief. Seek out the drunken scarecrow Birdy and listen to his slurred speech. Once it's over, stumble behind the fence to the second B-Pad to drink the handy tonic concealed in Conker's pants. You'll now be sober enough to walk straight and start your adventure.

2 PAN-HANDLED

First things first: make your way home by jumping into the stream and swimming for the island by the waterfall. Now work your way up the cliff face, past the locked door, until you reach the gargoyle on the bridge. You can't pass him yet, so go back and do a double jump to pull the lever on your side – this will unlock the door you passed earlier.

Through that door, all you'll find is a key – but you'll also be made aware of the handy frying pan that Conker carries with him.



Birdy crops up loads of times with handy advice and info to help you through.



Where there's a hungover squirrel, there's a handy first aid box or B-Pad to help.

3 GARGOYLE

Now you've got the pan skill under your belt, you can leave the room and tackle the gargoyle on the bridge. One hardy smack with said kitchen implement later and the big oaf will be fish food – sending rocks crashing over the exit in the process.

Don't worry: just leap onto the largest boulder then double-jump onto a platform to the right. The B-Pad will provide you with the explosive power you need to re-open the exit.



B-Pads give you whatever you need for that particular situation. Nicely.



Your first taste of pan action. Better get used to it because you're going to need it.



He might not be convinced, but it's all you need to knock him off the bridge.

WINDY – PART ONE

Your head's cleared, and you've stepped into a beautiful new world. Time to get exploring...



Stop her moaning by returning her hive to her.

Not too hard, this. Just run like the wind and don't look back.

MRS BEE

Now that you've made it to the game's central hub, it's time you got to know the natives. At the 'Nasty/Nice' signpost, turn right and head for the miserable Mrs Bee. It turns out that the Wasp Gang have stolen her hive – and, naturally, she wants it back. Return to the signpost and follow the 'Nasty' arrow. Keep going and you find Mrs Bee's hive. Scoop it up and then leg it away from the wasps and their stingers until you reach Mrs Bee. In return for your kindness she'll give you your first $100 – the kind of money you'll need to progress through certain areas in the game.

With your fresh wad of notes, make your way to the nearest B-Pad and Birdy will pop up again. Hand him $10 and he'll supply you with the manual you need to learn the rest of the B-Pad skills.

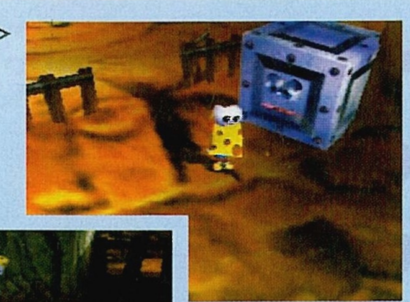
Now, from the same B-Pad, turn your attention to the four dung beetles opposite and hit each one twice with your B-Pad-activated catapult. Make sure you only focus on one beetle at a time or you'll be swamped. By splatting them over the hillside you'll open up two brand-new areas. Head for the hole in the tree stump first.

GO! GO!

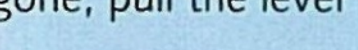


BARN BOYS

The first of the special puzzle areas is one of the funniest. Follow these steps for some light relief.



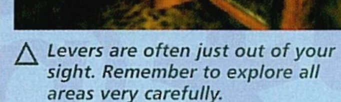
After talking to this crate you'll be allowed to grab the cheese in the pen. Three pieces are all you need.



Throw the dairy produce into the mouth of the offensive critter and watch the gory events unfold. Hmm - we feel rather sick now.

1 MARVIN
As soon as you enter the area, scamper through the water and turn right to speak to the troubled crates. Now work your way past the bouncing boxes until you get to the cheese pen – talk to the crate here and he'll open the door for you. Whack a piece of cheese with your pan, grab it and feed it to Marvin the mouse. Repeat twice more and he'll explode, giving you access to the barn roof.

2 MAD PITCHFORK
Jump onto the girly crate and hop onto the roof. Pick up the wad of cash, then open the barn door with the use of the B-Pad. In the barn, Franky the pitchfork attacks – lure him towards the bouncing bales of hay, then jump so he spikes them instead of you. Once Franky's gone, pull the lever in the left-hand corner of the barn and Mr Bee will fall outside.



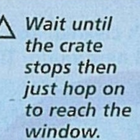
Levers are often just out of your sight. Remember to explore all areas very carefully.

Use the last knife thrown as a reference point to aim better.

3 SUNNY DAYS
Leave the barn and talk to Mr Bee, then chat to Sunny, the shy sunflower, over the other side. Backtrack to the muddy area being circled by the wooden crate – now you can lead the tickling bees to Sunny. The other bees you need are: near the earthy steps next to the bouncing crates; next to the B-Pad on the roof; by the water basin on top of the thatched roof; and above the entrance to the barn yard.

The sunflower will now reveal her generous assets. Once Mr Bee has had his wicked way with her, you'll be able to bounce atop her bosom in order to grab the cash. This can be tricky. Try double-jumping just before she bounces you. By doing this, you'll hover just above her boobs, then land back down, adding some welcome extra spring to the second and third bounces.





Wait until the crate stops then just hop on to reach the window.



Tickling bees they may be, but Conker doesn't exactly look amused.

Lead them to the flower so that Mr Bee can have his wicked way.

4 BARRY & CO.
Now head back to the wooden crate, jump on top of it and use the extra height to leap into the barn loft. Carefully, walk across the gangways, using B when the lightbulb appears so that you can toast the bats. At the end, use the B-Pad to arm yourself with the knives you need to cut down Franky from his noose.

Jump down after Franky and hop onto him – now you can tackle the daddy hay bale. The secret is to get behind and jab him in the rear. If you're successful, he'll start to burn. Repeat this 'til the bale crashes through the floor.

BUFF YOU



Position yourself behind one of the pillars so that the bale bursts a water pipe. Now lead him into the flow – he'll short-circuit – then jump and punch the button on his back so that his arm explodes. Do this twice more, using different pipes as a water source, and the job will be done. He certainly won't be back.

AND FINALLY...

Now to escape. Look for the pillar by the exit sign and climb the ladder nearby. Stand on the B-Pad, then throw knives at the dangling electric wires – start with the one furthest left and leave the two on the right until later. Remember to use the last knife thrown as a reference point for where to aim next should you miss the first time. Now swim over to the second ladder opposite, then use the B-Pad to take out the last two wires. All that remains is to wait for the water to rise before making your escape. Mint.

WINDY – PART TWO

Hold on to your noses, people. You're about to experience one of the most disgusting chapters in videogaming history.



◁ Ah, yes. A leap of faith is what's needed to progress here.

Look in all directions ▷ before jumping off.



Watch as the ginger ▷ one turns into an anvil.

▽ Cheers 'en! A nice big ball of Poo just for you.









1 POO CABIN

Before you enter the Poo Cabin, climb the ladder at the top of the barn (directly after you pick up the money in there). When you reach the top, leap towards the chocolate, then, in mid-air, press B to turn into an anvil. This will unlock some extra cash for you.

Now head to Poo Cabin and talk to the beetle inside. Press B on the floor hatch to fall into the tunnel below. Head through it and leap onto the rope dead ahead. Precision jumping is required here, so position your back towards the rope you wish to leap to, tap Bottom-C to make sure it's right behind you (Conker should be obscured by the rope you're jumping to) then leap back – and hover to ensure you make it. Your destination is the tunnel where the brickwork meets the woodwork – there's a nasty stream of poo running from it.

2 PRUNED

First, climb the platforms down which the poo balls roll. At the top, jump onto the circular tap and run in the direction of the arrow to pour the laxative.

Back down in the field, stand near a target and dodge the raging bull so he hits it – a cow is released. Run to the new target that appears and repeat. The bull should fall down dazed – allowing you to leap onto its back.



△ Double jumps are needed to avoid the angry bull.

◁ Another hole, another life-threatening situation.

△ Mind it doesn't fall of the ledge.

◁ Stick it in this hole to open up the boss beneath.

3 YEE-HAW!

On the bull, line yourself up with the cow and press B to charge at her. She'll drink, then 'relieve herself'. Get back onto the bull and charge her until she explodes, then repeat the whole process with two more cows. The bull should rest on the grating and fall through.

Exit the arena, find the B-pad and gobble the confidence pills for a new swimming ability. Use it to race back down to the tunnel and grab the cash that was previously unattainable.

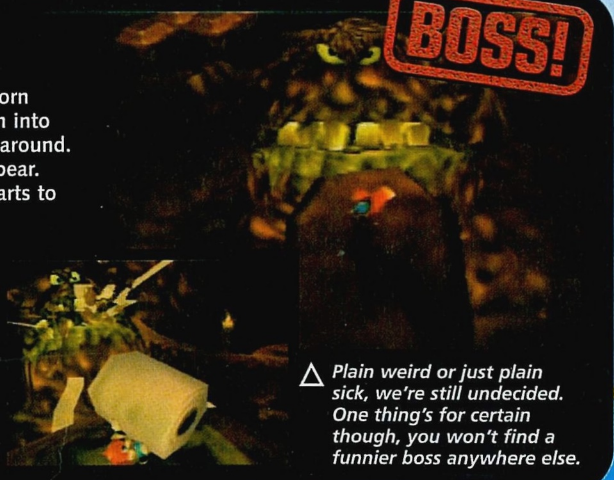
4 SEWAGE SUCKS

Back outside the Poo Cabin, the Beetle Boss will generously donate a ball of poo. Roll it behind the cabin and up the ramp to your left, then over the bridge and around the mountain to drop your load on the Big Beetle's head.

Next, claim your second sphere of smelly stuff from the cabin, and roll it straight towards Poo Mountain and up the lower ramp that encircles it. At the very top, push the ball inside the dark opening – you can now drop back down to the bottom and visit the operatic Poo Boss.

SOPRANO

First up, batter the nuggets of sweetcorn with your frying pan, then chuck them into the poo from the short ledges dotted around. Before long, the Poo Monster will appear. Dodge his flying poo balls until he starts to sing – then, when his mouth opens, activate a B-Pad and throw a loo roll in. After three successful lobs, the pace will quicken – but, thankfully, he only loiters around one B-Pad for this bit. Three more loo roll throws should shut him up. Once he's done, grab the cash behind the broken glass and flush him down the loo with the pulley. Conker 1, Poo Monster 0.

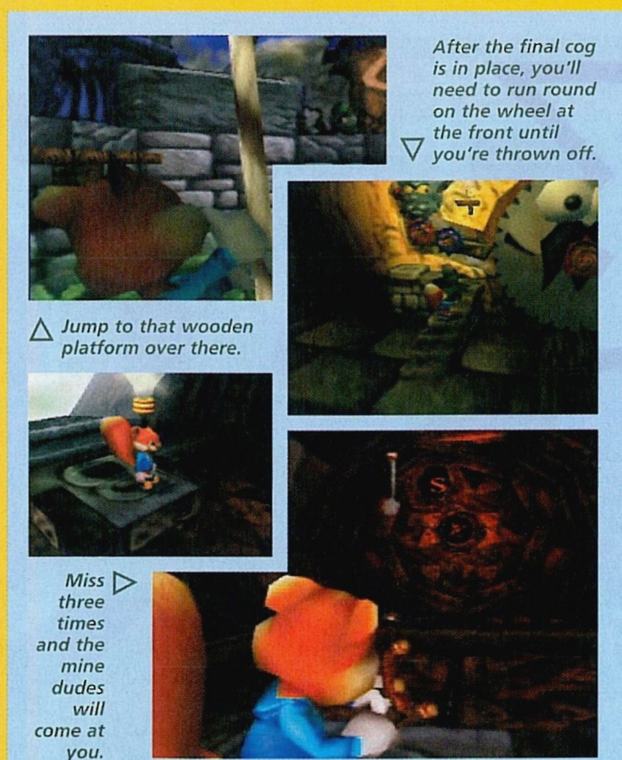


△ Plain weird or just plain sick, we're still undecided. One thing's for certain though, you won't find a funnier boss anywhere else.

GO! GO! ▷

BATS' TOWER

Some of *Bad Fur Day*'s most hair-tearingly difficult sections await. Allow us to help.



After the final cog is in place, you'll need to run round on the wheel at the front until you're thrown off.

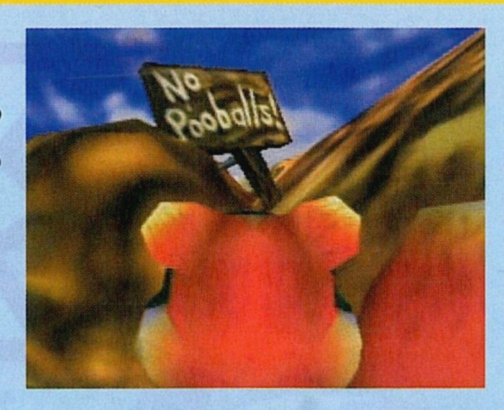
Jump to that wooden platform over there.

Miss three times and the mine dudes will come at you.

1 MRS CATFISH

Don't bother jumping into the pit of poo just yet. Instead, head back to Poo Cabin and roll a poo ball towards the 'No Pooballs!' sign – you can then drop it onto the metal fellow's head below. Drop down onto the switch and tap B to activate the whirlpool, then circle the pool's edge and head through the door.

There's a conversation with a group of catfish next. Once it's over, swim past the waterfalls until you see the nasty dogfish. Look for the hole directly in front of him, and swim through.



2 BARRY'S MATE

Enter the base of the tower and chat to the rude cog to trigger the lift. Jump onto it – at the top, you'll find a series of gangways to negotiate. Tiptoe carefully along, using the blowtorch to despatch the bats, then jump to the switch when you reach the top. That'll open a door below – but before you leave, climb back to the top from the cobweb and use the ropes to reach the battlements. Head right, avoiding the enemies, to get to some cash. Jump off the *outside* of the tower to safety.

3 COG'S REVENGE

Now you can access those three missing cogs. Swim to the hole you opened earlier and climb up. Now, for each cog in turn, smack it with your frying pan, then carry it to the pegs next to Barry. Once all three are in place, spin the disk on the floor by running clockwise – that nasty dogfish will now be out of your way, so head back outside.

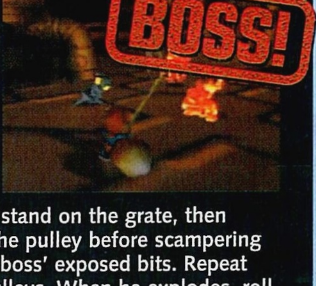
4 THE COMBINATION

With the big brute firmly held down, the catfish will open the vault for you. You're faced with a spinning wheel, and a hole which reveals individual letters. Take out your catapult on the B-Pad and shoot the letters to spell 'OPEN' – and aim at the bouncing metal balls if you get it wrong. The doors below will open, revealing another B-Pad.

5 BLAST DOORS

Once you've got your headlamp working by using the B-Pad, dive under the waves and swim to the bottom, using the alcoves to stop for air and avoid Clang. Once on the floor, swim through the green tunnel and surface for a battery recharge on a B-pad. Dive back under and head through the blue tunnels – there's a switch to flip here. Gulp more air and swim back through the yellow tunnels, stopping for O_2 on the way. Keep moving and you'll eventually reach the outer boiler room. Plunge into the hole to find… the boss.

BALLS OF BRASS



Once the fiery brats are done yakking, fill yourself up with lager, then follow your friends to the centre and wee all over them. Once suitably doused, they'll jump into the boiler and fire it up. Retreat to the corner of the room and wait for it to stand on the grate, then crouch and jump to reach the pulley before scampering to the middle to smack the boss' exposed bits. Repeat this twice with the other pulleys. When he explodes, roll one detached ball onto the floor button near the room's edge, then the second through the now-opened door. Finally, escape with the cash.



B-Pads give you the light you need to see the tunnels.

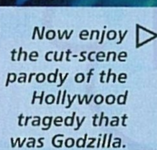
Look out for Clang. He's got a nasty bite and will slow your progress.

UGA BUGA

Cavemen and dinosaurs – together again, and doing all they can to stop Conker in his tracks.



Swim past each catfish to use them as a gruesome delaying tactic.

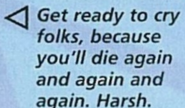




Now enjoy the cut-scene parody of the Hollywood tragedy that was Godzilla.

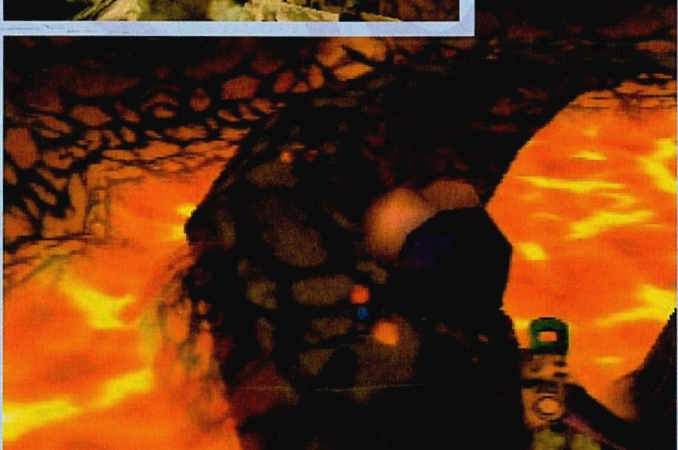
Use your new mates to cause havoc by the club.





Get ready to cry folks, because you'll die again and again and again. Harsh.





The naive baby dino will now follow you to the sacrificial altar – and its doom. Bwahahaha!



1 JAWS WITH PAWS

Typical. Make your way out of the boiler and you're faced with being eaten alive. Simply jump into the water and swim past each catfish in turn – this will delay the nasty chomper long enough for you to escape. Once out of the water, jump onto the dogfish's back and claim the cash. Now make your way back to Poo Mountain and into the old boss's pit.

2 BLADES OF DEATH

Nasty. After Berri's been kidnapped, dive into the water and swim through the spinning blades. Surface, head through the door and leap onto the rope you find. *Don't* try to jump the blades circling the pit – simply point your back towards the ladder and double-jump to safety.

3 DRUNKEN GITS

Climb the ladder, give the guards your cash, and they'll grant you entry to a prehistoric tower. Climb up and jump onto the statue at the top, then press B to smash it through the roof below. Pummel the statue once more to open up the tunnel underneath, then hop down into the nightclub side.

Chat to the bouncer, then, avoiding the sleeping Stoneys, roll the boulder round the left side of the wall and through the tunnel under the statue. Push it down the ramp and squash the cavemen to gain access to the dragon's lava-filled lair.

4 SACRIFICE

In the monster's lair, head straight for the door on the right-hand side of the back wall. Find the egg, and use the monk's tablet to flip you to the top. Press B and the egg will hatch – now you can *slowly* guide the baby dino back to the dragon's lair and walk him to the central stone block. Stand on the B-pad and fire at the rightmost arrow drawn on the wall, before luring your purple friend onto the stone dino's feet. Finally, hop back onto the B-Pad and shoot the left-hand button to squish the dino. Aw!

5 PHLEGM

Once the monk has rolled to the bottom of the tongue, flip onto the dragon's back. Grab the cash and extra life, and make your way to the nose, hopping into the nostrils when the green smoke stops and pressing B to pepper them. Climb the tongue and, once inside, run past the gooey snot pendulums and take the left-hand path to find the caveman disguise.

6 WORSHIP

Leave the way you came and lure your new worshippers back to the nightclub – don't go too fast, mind. Bash the Stoneys at the club and your followers will smack 'em up good and proper, leaving you free to go partying.

7 RAVE ON

Once inside the club, look for the punkish caveman near the right-hand wall. Push the stone ball up the ramp to the entrance and leave it on the switch by the bouncer. The central door now opens. Fill your bladder at the beer keg, and position yourself so you can widdle on the male dancer and push him through the open door. Sober up at the first aid station and follow him, then push him along the balcony to a switch. Now repeat the whole process with the other male dancers until Berri's free from her cage. Grab the cash and follow her out…

TO BE CONTINUED… In N64/55, we'll polish off Uga Buga, and show you how to finish the rest of the game. Lawks!

HOW TO... reach for the stars in STAR WARS BATTLE FOR NABOO

Ne Jabba no bada? Te jinke klaatu kick some butt...

by Alan Maddrell

WHAT WE SAID


STAR WARS: BATTLE FOR NABOO

We trusted our feelings in issue 53 and this is what we decided:

"It could have been so much better with some extra tweaking, but *Naboo* is still *highly* enjoyable and a must for Star Wars fanatics."



B*attle for Naboo* is a real treat on the ears, that's for sure. Apart from stunning music and laser effects, the geniuses over at Factor 5 managed to cram an *entire commentary* onto the cart as a hidden bonus. Yowsers.

It's a bit of a looker, too, even without the benefit of an Expansion Pak. However, while *Naboo* may seem like a simple, straightforward shooter, there's a layer of strategy running deep through some of the trickier missions. Protecting your fellow pilots or wiping out a whole wing of evil Trade Federation fighters, for example, can be rather trying. Add to that some tantalising bonuses hidden away in many of the levels (advanced torpedoes, anyone?) and it rapidly becomes obvious that some high-quality tippage courtesy of our good selves will be required in order to help you get the very most from this tasty delight.

So, secure the chinstrap on your favourite battle-scarred helmet and take a hyperspace jump with us to the besieged planet of Naboo. Just keep an eye out for flappy-eared freaks with prehensile tongues. And hooded evil folk with a strong liking for facepaint. But particularly the floppy-eared ones. Definitely.

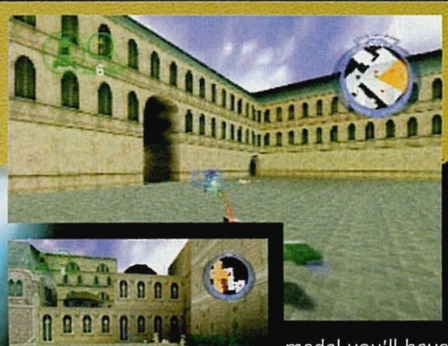
TURN, TURN, TURN


"That's no moon..." Indeed. It's actually, er, something else.

Just picked up the game? The handling can be a tricky monkey and no mistake. However, you would do well to consider the following words of wisdom:* make extensive use of the R button. *That's right, young Padawan, gunning down the opposition is* a lot easier *if you're able to turn on a dime, particularly when piloting the more cumbersome ships. Sellotape the blighter down if you must – it's well worth it.


Your friend the Gian Speeder is a real 'mare if you don't use the R button. Looks like a fish, steers like a cow.

ESCAPE FROM THEED




Simply look after your captain, taking out anyone who attacks him. This is a pretty easy first level, but to secure a nice 'n' shiny gold medal you'll have to eliminate as many Trade Federation droids as possible with maximum accuracy in less than 2m15s.



Destroy the tank at the end of the street the second time your captain is stopped. Enter the courtroom behind to find advanced shields.

NEIMOIDIAN PLUNDER




Cover your commander again until you're asked to protect the farmhouses. Wait for the droids to come round on their circuit, then use missiles on the AATs before flying into the hangar to trade up to a Police Cruiser. Keep an eye on your beloved leader as he makes his way towards the swamp. When going for gold, use the Gian Speeder's heavy laser as much as possible.



NABOO BAYOU




Your first real airborne mission is not too tricky. Take out the three boats on your radar, making sure to pull up after each one dies to avoid clinging to the water. Don't go for the houseboats – they're the thin, brownish ones. When the river takes a turn to the left, expect a dogfight, although these chaps fly straight and shouldn't cause problems. The final section can be chaotic – so just wade in there and cause trouble.

SMUGGLER ALLIANCE

The key here is to focus on the tanks that are besieging the smuggler's ship. Save your missiles for this purpose, and try not to waste too much time or ammo on the droids that abound. Watch out for the edges of the path – you don't want to fall down. Don't bother attempting to save the farmhouse.






When you destroy the five STAPs at the start, defend the civilian from another two, then follow him to pick up the excellent bonus.

HUTT'S RETREAT

Your choice of vehicle here will affect everything. It'll depend on which you find easier: shooting ground targets from the air (don't crash!) or aiming upwards to shoot mines and fighters. Get rid of the turrets early on, or you'll be in big trouble. When you're after a gold medal, load up with Cluster Torpedoes and use them on the tanks.






DISRUPTION OF COMM4



Your first space mission is a right horror and no mistake. Watch the multiple radar blips – one of them is the shield generator, so don't bother with the rest. Save your torpedoes for each of the shield generators themselves – they take a lot of punishment. At the end, pummel the satellite's missile launchers with torpedoes. That'll do 'em good and proper.




GO! GO!

GLACIAL GRAVE



As quickly as possible, take out the first group of missile turrets before they become active. When things start to get get hairier, take on the missile turrets, then the lasers and finally the Federation starfighters. When you reach the mountains, simply avoid the four fighters. Towards the level's end, take out the turrets/shield generator and just try to stay alive.



When your chums break left, head right and you'll find an outpost with a round structure. Shoot that structure for advanced bombs.

ANDREVER RIVER





It doesn't matter which way you go, so just watch the radar for mines and maybe use projectiles to eliminate the turrets. Leave the bomber alone – you're in disguise… Slow right down and take out the mines from afar. When you reach the first part of the camp, quickly destroy the power generators, then, in the camp proper, swiftly eliminate any opposition to clear the way for the cavalry.

SANCTUARY



Lob projectiles towards the tunnel entrance to block off the AATs, then mop up the remainder. Grab the Naboo Starfighter, then, when the canyon breaks right, quickly eliminate the tanks. For gold, destroy a clock tower – that'll allow you to save *five* of your friends.



Before the entrance to the ruins, turn around and find a ravine and volcano. On the far side is a bonus: rapid-fire blasters.

SEARCH FOR CAPTAIN KAEL





Avoid the initial STAPs – there are too many. Focus only on the tanks further on, as they're targeting the buildings. When you're destroying the turrets, take out the three ground transports – then, later on, concentrate on the bombers and tanks that are trying to finish off Captain Kael. To get gold, accuracy is key – but you'll also need to kill some STAPs to make up the numbers.



In the middle of the colony is a building you can fly under. The crystals being mined there will strengthen your shields – handy!

BORVO THE HUTT



Scrap the turrets first, as they're the biggest danger. Then, get behind each fighter and take it slowly – you'll get 'em. When they're gone, head slowly down the valley, taking out the mines in advance. Avoid the middle of the islands, as they have missile turrets. When you reach the transport, pelt the missile launchers with torpedoes – don't worry about the fighters.



On the left side of the huge valley, find some willow-like trees on a peninsula. Nestled among them are some homing torpedoes. Sweet!

LIBERATION OF CAMP FOUR

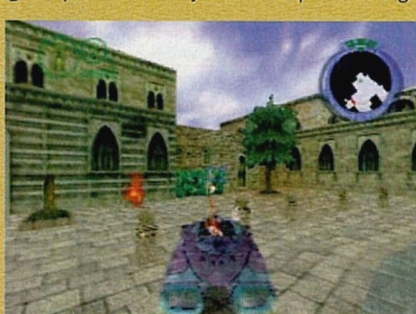


Watch out for the missile turret positioned high up on the left at the end of the canyon. Follow the droid carrier – but don't try to destroy it. Leave the transports, as they will open the gates – instead, take out the generator, then blast the door. In the main camp, pick up a Gian Speeder and blow the turrets to pieces. Shoot a pile of boxes to enter the next camp, then get busy with the generators.

BONUS!

At the end of the level, continue up the hill past the ruins. Go on towards a pocket in the canyon for a blaster upgrade. Nice.

GOING FOR GOLD





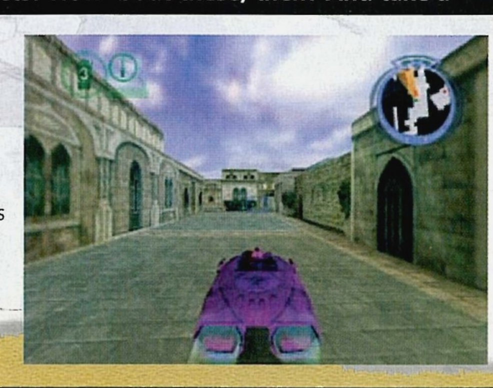
The medals are certainly tempting, but don't bother trying to get top scores until you've completed the game. You'll need to know the levels backwards to have a chance, plus when the game's complete you'll have more ships at your disposal. Which is nice. Accuracy is your biggest bugbear here, so don't waste shots. Also, use the Cluster Torpedoes after you've earned all the silvers. They're the tops.

CODE WAR

Psst! Want some secrets? How 'bout these, then? And take a

Enter the following at the passcodes screen.

PATHETIC – Gives you infinite lives.
EWERDEAD – One hit kills you. Nasty.
RUAGIRL? – All your ships are now in various shades of pink.
DROIDEKA – Unlocks advanced shields.
LOVEHUTT – Displays a picture of the crew.



THE QUEEN'S GAMBIT



Take out the STAPs, then meet up with Panaka. When you get cut off from the convoy, head right and speed up the ridge to help out Palmer. Take out the AATs you'll find there and pick up a bomber for yourself. Now destroy the turrets, then the mines. Bombing a couple of tanks wouldn't hurt either. Just stay alive in the next section, bombing the pinnacles of the rocks and slowing the enemy down enough for the cavalry to finish them off.



PANAKA'S DIVERSION

When the two tanks have been dealt with, head right across the river. Protect Kol, then take out the tanks and destroyers in front of the soldiers. In the Courthouse Plaza you'll find AATs, Destroyers and some droids. After that, blow your way into Kelsea Plaza, where there are a *lot* of battle droids. The commandos will take out the gate. Listen to Panaka's advice to slow down, then charge up your heavy laser for the first tank. Job done.



BATTLE FOR NABOO



Dodge the Starfighters hurtling towards you, then hold tight until the control ship. The tractor beam projectors are your primary target, so use your blasters on them straight away. Next is the shield generator – it's *below* the big dish at the back, and will flash green when hit. Fly behind the large dish and blast it so you can get at the generator. That annoying twerp Skywalker will finish the job for you, but then life's like that.

look at this month's Tips Extra for a sprinkling more…



NASTYMDE – The game becomes significantly harder.
OVERLOAD – Your ships become faster and tougher.
LEC&FIVE – Every level up to Trade Federation Secrets is unlocked.
ADEGAN – Gives you Advanced Blasters. Neat.
DRJEKYLL – Seasick Mode.
MEMEME! – Credits.



BONUS MISSIONS

TRADE FEDERATION SECRETS





Earn all the bronze medals to access this one. Stick near to your base and take out the first wave of Federation fighters, then move for the seven STAPs that are coming right at you – homing torpedoes help here. When some have been whacked, go for the AATs as they do most damage. When the AATs have been despatched, aim for the MTT. Finally, simply protect the cruiser from fighters by getting behind the blighters.



Fly to the island on your left when you start the mission – there's a hangar there where you can pick up a cruiser laden with torpedoes…

CORUSCANT ENCOUNTER





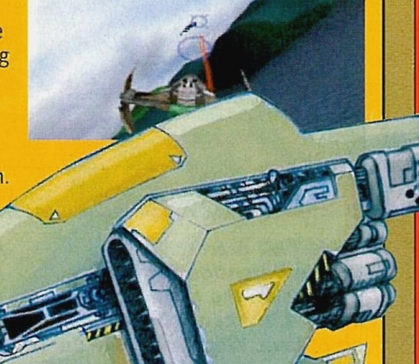
Oh. Er, crikey. Win 15 silvers and you get to pursue Darth Maul as he sits on his Infiltrator, but watch out for those evil probes he drops every so often. Mind he doesn't fool you into smacking into a wall or two, either. He's a tricky fellow, very nimble, but can be caught if you don't crash into anything. However, there is an excellent bonus on this level…



At the start, turn round and head down to a lower, purple area. Look around and you'll find the cluster torpedoes – they'll be your saviour.

THE DARK SIDE

Bwahaha! Yours for earning all the gold medals. Slow down and give the speeders a taste of your blaster to protect the AATs. When they're no more, you'll get a distress call from some gunboats and fighters. Cap the police cruisers and starfighters, taking potshots at the transports as you please. Head for the central island to make mincemeat of some Gungans, then prepare for an onslaught of fighters. Wipe them out – all of them.



Fuel to propel you into the videogaming stratosphere.

TIPS EXTRA



1 WWF No Mercy





ANNOY YOUR FRIENDS IMMENSELY

Fancy pummelling someone endlessly so they can't retaliate? Right then, you ruthless rassler. Get them up on the ring announcers' table so that their back is facing the crowd. Next, hit them with a strong B strike to make them teeter on the table's edge, trying to keep their balance. Repeat the procedure and your foe will just perpetually wobble on the brink, unable to fall off. As a result, their attitude meter will fall while yours rises. It's an effective (if somewhat underhand) method of getting your special meter flashing, plus it'll annoy the hell out of your mates. And after you've done it to them once, remember this trick also works from the stage.

2 Zelda: Majora's Mask



WIN THE GORON RACE

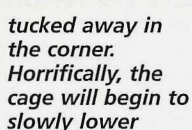
Having trouble competing with the big boys? Contemplate the following. The most effective way to get a good position is to stick near the inside of each corner. Don't worry too much about trying to knock the opposition – you're more likely to come off worse. Stock up on magic only if the pot is easy to reach. A doubled-up magic meter from the Great Fairy in Snowhead is incredibly useful, while a swift draught of that Chateau Romani stuff wouldn't hurt either.

DEFEAT WOLFOS EASILY

Put your shield up with R and step back, so that the Wolfos performs his double-swipe and ends up facing away from you. A quick swipe with the sword while his back is turned will put an end to your troubles.

3 Quake II





TOASTED MARINES

On the Detention Centre level, track down the three captured marines in a cage above a fiery pit of lava. Work your way up to the top level of this room and press the green button tucked away in the corner. Horrifically, the cage will begin to slowly lower itself towards the pit, resulting in the destruction of the marines. When they're good and done, press the button once more to have the cage rise back up, this time filled with their leftover armour. Nice!

4 The World is Not Enough





NAVY SKINS

Beat A Sinking Feeling in less than 2:55 on 00 Agent for these multiplayer outfits.

SKELETON SKINS

To unlock these, simply complete Underground Uprising on 00 Agent.

EXOTIC MULTIPLAYER WEAPONS

Complete Thames Chase in less than 4:25 on 00 Agent.

EXTRA GUNS IN THE BANK

Take a look around the top floor of the Bank level. See those cupboards in the room opposite the lifts? Walk up to them and press B. You'll find some handy extra firepower tucked away inside.

5 Pokémon Puzzle League

CLEAN UP WITH QUICK COMBOS
When looking for combos, one of the easiest and quickest to go for is a straight vertical line of five. Scan each line to see if there are similar blocks in each, then couple two vertical pairs above and below a line before sliding the fifth block into the middle, linking them up. If you're lucky, this will set more blocks falling to create chain combos. Look for these



opportunities and get used to ridding yourself of as many lines of five as soon as possible.

6 Pokémon Snap



SNAP THREE LAPRAS
Fancy a high-scoring trio of watery Nessie-alikes? They're to be found on the Beach course, unsurprisingly. At the start, look right and one will pop his head up from beneath the waves. Snap him. After Snorlax, a second Lapras will appear in the ocean. Snap again. After you cross the bridge, another will come along. If you've shot all three individually, the trio will emerge at the very end of the level where you see Kangaskhan. And that'll grant you some serious pointage.

7 Turok: Rage Wars

DEFEAT TAL'SET
This evil-doer carries every weapon there is, and knows how to use them. The best tactic for him is to stay as far away as possible and employ the services of long-range weapons like the Plasma Rifle or the Scorpion Launcher. That said, keep moving or you're meat. Once he's down to about two thirds of his health, some bots will come after you. When





they've been despatched, he returns. Repeat the process and then you'll be faced with him and his chums. Focus your attention on the man himself and stick near the health pick-up – you'll be needing it!

8 Tom & Jerry: Fists of Furry





FUN WITH POISON
Although the poison gas may seem like a poor power-up, it can be used to your advantage. As soon as you're touched by its deathly hand, leg it after your foe and touch them. They'll now be infected – and, handily, you'll be cured. Be sure to scarper away quickly, mind – in this deadly game of tag, you can get the butcher.

9 Mario Tennis





BEST PLAYERS
Opinions vary as to which characters are the bees' knees and which are the ants' pants. We tend to have a lot of success with Peach or Daisy, sending cross-court shots long to get the opposition sweating. The angles these characters provide are essential. Also, Yoshi is worthy of your attention, being a well-balanced mix of agility and power – and DK Jr is okay for the same reason. Bowser's far too slow – if you fancy a bit of muscle, go for that big old crazy ape instead. Oh, and forget Mario – we favour Luigi's increased speed.

10 Pokémon Stadium

THREE POKÉMON AT START
Start a new Pokémon game in Game Boy Tower. Capture a Pidgey or Rattata and save it along with your starting beast to the boxes in Pokémon Stadium. Now, go back to the GBC and start again, this time choosing a different starting Pokémon and repeating the above process. Load all the N64's 'mon back onto the Game Boy cart and you can start a GB game with all three Pokémon!



(You might not want to erase your old monsters, so save them onto the N64 cart beforehand.)

Tip for the top Fresh cheats for future chartbusters



BATTLE FOR NABOO
Enter the following on the passcodes screen to get your hands on all sorts of neat extras…

TALKTOME – unlocks the tasty commentary where the developers rattle on about the game in general and clue you in on bits you might have missed in each level.

KOOLSTUF – grants access to the Showroom, where you can view some of the concept art that helped inspire the developers.

WAKEUP – activates the Concert Hall in the Showroom, where you can hear lovely tunes from Factor 5. Unsurprisingly, it contains a lot of Episode 1-themed music.



GO! GO!




ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes – including your own! Send 'em in!



ECW Hardcore Revolution

VS AND TOURNAMENT MODE

Player 1
Infinite Health
D029340D 0029
81293590 0000
D029340D 0029
81293592 0000



Player 2
Infinite Health
D029340D 0029
81294830 0000
D029340D 0029
81294832 0000

ALL TAG TEAM MODES

Player 1 Infinite Health
D029AB9D 0029
8129AD20 0000
D029AB9D 0029
8129AD22 0000

Player 2 Infinite Health
D029AB9D 0029
8129D260 0000
D029AB9D 0029
8129D262 0000

Batman Of The Future

MUST BE ON
F11942C0 0000
F11942C2 0000

INFINITE HEALTH
811D7F3C 0064





Operation Winback

INFINITE HEALTH
80179F8A 0064

INFINITE PISTOL AMMO, NO RELOAD
81179F86 0006

INFINITE MACHINE GUN AMMO, NO RELOAD
81179F6E 001E

INFINITE SHOTGUN AMMO, NO RELOAD
81179F82 0008



For information about Action Replay cartridges, call **Datel** on **01785 810826** or visit **www.codejunkies.co.uk**

YOUR ACTION REPLAY CODES

cut out and send



Send to: Action Replay codes, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name.................................

Address.................................

....

....

....

....

Postcode ....

READERS' TOP 15 TIPS

Remember, the best one wins an Action Replay cart from Datel (01785 810826) and an exclusive **N64** badge!

Tip of the month

1 Perfect Dark
On the first level, throw an ECM mine onto one of the baddies, then shoot it off. They'll think their gun has been shot from them, and either give up, or pick up the mine and try to blast you with it. It makes a weird bleeping sound!
Matt Wilkinson, New Zealand



2 TWINE
Want to kill Gabor easily? Shoot the guards before you rescue M, but don't collect their guns. Then, when you come to fight Gabor, run back out and grab the weapons. That'll even up the odds.
Matthew Foote, Surrey



3 WWF No Mercy
In Survival mode or Royal Rumble, there's an easy way to knock someone out of the ring. Simply punch them until they're up against the ropes, then hold B to execute a powerful strike. They'll be out of there in no time.
Christopher Richards, Pontypridd

4 Perfect Dark
Just before the end of Datadyne Central: Extraction, highlight Dr Caroll with the rocket launcher on its secondary function, then fire. Quickly step onto the helipad and Dr Caroll will do some very strange things during the 'Level Complete' cut-scene. Blimey.
Colin Clarke, Norwich

5 TWINE
To get on top of the plane in the Air Raid multiplayer level, shoot the cockpit window, jump onto the nose of the plane, then walk up the thin white beam. From there you can clamber up on top of the tailfin. Excellent for sniping the 'hill' in team King of the Hill, that.
James Edwards, Warwick



6 Perfect Dark
Activate the DK Mode, Small Characters and Cloaking Device cheats, then head to Datadyne Central: Defection. Get to the bit where you find two guards sitting down and you'll see two heads resting on the chairs, 'Sleepy Hollow'-style!
Edmund Jeary, Surbiton

7 TWINE
During the Night Watch mission, don't go into the building at the very end. Instead, shoot out the window, bug the phone and photograph the evidence from there. Davidov won't bother you. Mint!
Gareth Jones, Stoke-on-Trent

8 Zelda: Majora's Mask
Having trouble with the Goron Hide-and-Seek Dungeon? Thought so. Before you hit the first chest, leave the analogue stick alone and you'll bounce off the first three chests with no steering needed!
Vanessa Yeung, Reading



9 Perfect Dark
Head to Area 51: Infiltration with the Enemy Shields cheat turned on. When you reach the helipad surrounded by mines, the guy toting the rocket launcher will still be alive.
Leo Himanka, Finland

10 Worms Armageddon
Choose a level without a roof. Using girders, create a platform and teleport your worms onto it. Now select sudden death and watch the enemy nasties drown! Bwahaha!
Stephen Wilson, Wokingham



11 Zelda: Majora's Mask
When you're fighting Goht, stand by the door where you came in and shoot him with your arrows as he passes. He won't be able to hurt you. Try it!
Ryan Smith, Somerset

12 Virtual Pool 64
Hold down R while the computer is taking its shot – you'll be able to fiddle about with its cue, making it constantly miss! Ah, what fun.
Daniel Lee, Richmond



13 TWINE
In multiplayer mode, choose the security guard as your character and you'll be able to walk through walls! You can get your mitts on the security guard skin by completing King's Ransom on Secret Agent in less than 3:45.
Max Stephenson, Burbage



14 Zelda: Majora's Mask
Fancy exploring the swamp without having to rescue Koume? Warp there and transform into Goron Link. You can then roll around in the shallow water and destroy Octoroks without fear of harm.
Sam Jeffery, Cambridge

15 WWF No Mercy
Enter a Triple Threat match with a chum so that both of you are against the computer. Hoist your opponent onto your shoulders, then get your friend to punch you instead of your rival. You'll be pushed aside and the fella on your shoulders will just hover in mid-air.
Simon Rowland, Blackpool



Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best, and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'Tip of the month' slot, you'll get something extra special.

cut out and send

Name ....

Address ....

....

....

....

....

Postcode ....

Here's my top tip

It's for [game name]:

And I've found that if you:



Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Eight challenges to test the best.

GAME ON

Welcome to Game On folks! Once again, we're serving up another batch of red-hot challenges for you to get your teeth into.

So, pull out old and new carts alike and brush up your gaming skills. And if you think the tasks on offer here are a little too easy, why not try sending in your own devilishly tricky trials? You never know, you might be lucky enough to walk away with a spanking new Action Replay cart as a reward for the best one. Don't be shy now…

ZELDA: MAJORA'S MASK — *Termina TT*





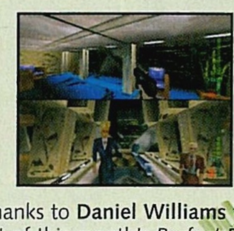


TOP CHALLENGE

To be able to get stuck into **Richard Orchard** from **Dorset**'s challenge, you'll first need to seek out the Goron Mask. You'll also need a magic meter full of magic energy. Now head over to the tree trunk next to the swamp in Termina Field – it's the one with a chest on it – and wait until 6pm on the final day. You then have to roll around the outside of Termina Field, completing as many laps as you can before disaster strikes. You're not allowed to run out of magic and you're not allowed to stop, slow down time or hit any walls or water etc. If you do, you'll have to start all over again… Medals are awarded for the number of laps you complete.

LAPS COMPLETED						
		6		4		2

PERFECT DARK — *Run!*

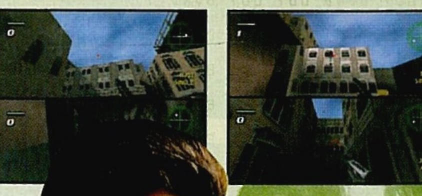




Thanks to **Daniel Williams** from **Leicester** for the first of this month's *Perfect Dark* challenges. Start a counter-op game with a human opponent. The object is for the counter-operative to survive for as long as possible – they can't use the suicide pill to escape, but they can try to kill the agent if they want, although it's probably not the wisest move. No cheats are allowed and the game must be played on Agent mode. Award medals for the number of minutes that pass before the operative finally cops it.

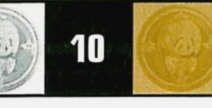
MINUTES SURVIVED						
		15		10		5

TWINE — *Parachute Popping*





William Hunt from **Cheshire** is the first person to send us a *TWINE* challenge and very nice it is too. Enter a multiplayer game with as many players as you want. Now select an outdoor arena – Istanbul is ideal – and start collecting weapons. When the replacement weapons start to float down on parachutes, try to hit the chute, getting the crate to drop with a bang. Award medals according to the number of parachutes successfully shot down during a five minute game. You're not allowed to shoot each other and you're not allowed to use guns with a scope.

'CHUTES SHOT						
		15		10		7

DONKEY KONG — *Shootout*



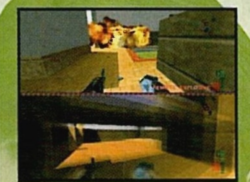


Claire Horscroft from **Eastleigh** was kind enough to send in this challenge for *Donkey Kong 64*. Start a two-player game in the smallest arena (the one with the suspended walkway). One player – who is unable to shoot – takes the high ground while the other stays on the bottom. The player on the lower level must now try to shoot the other player as many times as they can without using homing ammo. Medals are awarded for the number of hits managed in two minutes. If the upper-level player is knocked off, that counts as two points.

HITS						
		20		15		10

PERFECT DARK — *Sim Bombs*





Here's an excellent challenge courtesy of **Andrew Macintosh** from **Australia**. First enter the Combat Simulator and start a two-player game in any arena, with all weapons set to remote mines and a Perfect Sim each as a team mate. Both players then need to instruct their sims to protect them while they collect as many mines as possible. Then it's a case of loading the sims with mines and sending them on the attack. Detonate the sim as soon as it nears your opponent and award medals for the number of times you kill your mate this way during a 20-minute game.

KILLS		10		7		5

DIDDY KONG RACING — *Hatch Match*






We welcome anything which spices up the poor multiplayer mode in *DKR*, so this challenge from **James West** in **Bedford** was gratefully received. First select the Fire Mountain arena with three mates. The object of the game is to come in last place by dropping eggs into your opponents' baskets, while doing your utmost to stop them dropping any eggs into your own nest. The challenge is spread over four games, so try to pick up as many final places as possible. Tot up your results and award medals according to how far down the overall ranking each player lies.

RANK		4TH		3RD		2ND

MARIO KART — *Snow Speeder*






Thanks to **Benjamin Tatlow** from **London** for this challenge – and very challenging it is indeed. Start up a time trial and select Frappe Snowland as your chosen track. The aim of the challenge is to rack up the fastest lap time possible while crashing into a total of ten snowmen on your way round. The key to success is to use your speed boosts very carefully, as well as being mindful of which snowmen should be hit and in which order. Tricky, but it can be done. Medal-pinnage depends on how quickly you manage to get round the track.

LAP TIME		1'30		1'35		1'40

ZELDA: MAJORA'S MASK — *Sign Slasher*





Finland's gaming wonder, **Janne Kaitila**, has sent us another neat gaming challenge – this time for the excellent *Majora's Mask*. Now, while most of us have spent many an hour hacking away at the rectangular signs dotted around Termina, Janne wants you to use your advanced sword techniques to see just how *many* pieces you can cut off. Achieving Gold is far easier said than done – after hundreds of attempts we can only muster five, so if you manage to get the sixth piece, award yourself a hearty pat on the back from the **N64** team as a bonus.

PIECES CUT		6		5		4

Now it's your turn!

GAME ON



Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

Send your challenges to:

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for...

Zelda: Majora's Mask • Sin and Punishment
Rush 2049 • The World is Not Enough

We'll print the best of them right here, and send you a natty **N64** pin badge for your trouble. What's more, the top challenge each month wins an Action Replay cart from Datel (01785 810826, www.codejunkies.co.uk). Now you can't say fairer than that, can you!

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

I'M THE BEST

Earn some recognition for all those hours of gaming action.

At last! Your *TWINE* times have finally started coming in, *Ridge Racer 64* garage records are picking up, and even some Perfect Agent *PD* times have stealthed their way into the office. Like a postman cursed with a town built on an incredibly steep hill, you kept us waiting a bit, but delivered the goods in the end. Now how about the same with *Battle for Naboo* and *Mickey's Speedway*? Keep it up!

More! More!
Entries for all leagues are welcome, but how about these especially?
MAJORA'S MASK (GORON RACES AND BEAVER TIMES)
POKÉMON SNAP (INDIVIDUAL COURSE SCORES)
PERFECT DARK (ON AGENT AND PERFECT AGENT)
New Leagues!
MICKEY'S SPEEDWAY
BATTLE FOR NABOO





STAR PERFORMANCE

NO WINNER THIS TIME

Yep, that's right. Maybe it's because Andrea's benign influence isn't with us at the moment, or just that we're getting grumpy in our old age, but we've decided *not* to award the Star Performance laurels this month.

True, we did get a couple of usually worthy entries, like Keiran Gorman's *DK Arcade* score, but – sorry Keiran – we just wanted something *even more* impressive this time. A score the likes of which are only spoken of in hushed tones late at night. A result that would probably make even Shigsy himself look twice. A score so simply staggering that it'll distract us from throwing bits of stinky fish at Steve until he gets the teas in. We're sure you get the idea.

We'll reward you healthily for it, mind. To the tune of a *brand new game*, no less. Just send us your very best efforts – it doesn't have to be a title from these pages. Mark the envelope 'Star Performance', and we'll do the rest. The very best entry will win a mystery game and universal acclaim.

NEW HIGH SCORE!

Eh? No *Majora's Mask* beaver-race times (as requested in **N64**/52)? Maybe it's just too hard for you lot. Or perhaps you've all taken pity on Alan and decided to save him the shame of having his effort trounced in a national magazine. Whatever the reason, looks like we get to keep the rather tasty surprise cart in our magic drawer o' plenty. For now…

THIS MONTH'S SCORE TO BEAT



*No winners for **N64**/52's challenge means we're laying it down once more. All we ask is that you finish the second, 25-ring, beaver challenge with more than 10.21 seconds left on the clock. Whoever turns in the best result will walk away with both a mystery game and also the knowledge that they've made Alan shed a tear. Bless.*

The World is Not Enough



BEST AGENT MODE TIMES

COURIER		
1	1:13	Ashley Wright, *Ilkley*
2	1:15	David Morris, *Wallasey*

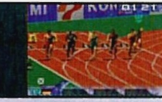
KING'S RANSOM		
1	3:36	David Morris, *Wallasey*
2		This could be you!

THAMES CHASE		
1	1:35	Ashley Wright, *Ilkley*

UNDERGROUND...		
1	2:52	David Morris, *Wallasey*
2		This could be you!
3		This could be you!

COLD RECEPTION		
1	3:58	Ashley Wright, *Ilkley*
2	3:59	David Morris, *Wallasey*
3		This could be you!

Track & Field



100M DASH		
1	8.68s	Shiro Powell, *London*
1	8.68s	Corrinna O'Dwyer, *London*
3	9.28s	Tony Dunster, *London*
3	9.28s	Mark Dunster, *London*

110M HURDLES		
1	12.64s	Mark Dunster, *London*
1	12.64s	Tony Dunster, *London*
3	12.68s	Darren Bolton, *Lincolnshire*
3	12.68s	Carl Hutchings, *Peterboro'*

TRIPLE JUMP		
1	19.11m	Ashley Wright, *Ilkley*
2	19.10m	George Vaughan, *Coventry*
3	19.09m	Andrew Witham, *Glos*
3	19.09m	Edward Smith, *Trowbridge*
3	19.09m	Kevin Holland, *Guernsey*

HAMMER		
1	101.25m	Darren Bolton, *Lincs*
2	101.24m	Per Strand, *Sweden*
3	101.22m	Darren Le-warne, *Hants*

100M FREESTYLE		
1	0'46"22	Roger Santen, *Lincs*
2	0'46"29	Liam O'Connell, *Dorking*
3	0'46"33	Carl Hutchings, *Peterboro'*

100M BREASTSTROKE		
1	1'00"56	Mark Dunster, *London*
2	1'00"64	Carl Hutchings, *Peterboro'*
3	1'00"68	Tony Dunster, *London*

HORIZONTAL BAR		
1	10.00pts	Stuart Richards, *Dorking*
1	10.00pts	Nicholas Hughes, *Scotland*
3	9.99pts	Darren Le-warne, *Hants*
3	9.99pts	Carl Hutchings, *Peterboro'*

TRAP SHOOTING		
1	444pts	Per Strand, *Sweden*
2	432pts	Ashley Wright, *Yorkshire*
2	432pts	Oliver Donnelly, *Suffolk*

CHAMPIONSHIP		
1	11237pts	Edward Smith, *Wiltshire*
2	11079pts	Darren Bolton, *Lincs*
3	11046pts	Nick Dow, *Bradford*

Perfect Dark



BEST AGENT MODE TIMES

DATADYNE: DEFECTION

1	0:35	Phil Hughes, *Merseyside*
1	0:35	Gary Carney, *Newcastle-upon-Tyne*
3	0:37	Jan-Erik Spangberg, *Sweden*
4	0:38	Arif Mollah, *Rochdale*
5	0:39	Jonathan Steinberg, *Sweden*
5	0:39	Ben Gooch, *Tamworth*

DATADYNE: INVESTIGATION

1	1:32	Phil Hughes, *Merseyside*
2	1:34	Gary Carney, *Newcastle-upon-Tyne*
3	1:36	Jan-Erik Spangberg, *Sweden*
4	1:39	Anthony Ratnasothy, *Essex*
5	1:40	David Morris, *Wallasey*

DATADYNE: EXTRACTION

1	1:11	Phil Hughes, *Merseyside*
2	1:14	Gary Carney, *Newcastle-upon-Tyne*
3	1:19	Jan-Erik Spangberg, *Sweden*
4	1:27	Arif Mollah, *Rochdale*
5	1:30	Tony Dunster, *London*
5	1:30	Ben Gooch, *Tamworth*

CARRINGTON VILLA

1	1:18	Phil Hughes, *Merseyside*
1	1:18	Gary Carney, *Newcastle-upon-Tyne*
3	1:21	Jan-Erik Spangberg, *Sweden*
4	1:30	Tony Dunster, *London*
5	1:32	Arif Mollah, *Rochdale*

CHICAGO: STEALTH

1	0:16	Phil Hughes, *Merseyside*
2	0:17	Gary Carney, *Newcastle-upon-Tyne*
3	0:19	Jan-Erik Spangberg, *Sweden*
3	0:19	Tony Dunster, *London*
5	0:24	Andrew Simmonds, *Waterlooville*

G5: RECONNAISSANCE

1	0:50	Phil Hughes, *Merseyside*
2	0:51	Gary Carney, *Newcastle-upon-Tyne*
3	0:58	Jan-Erik Spangberg, *Sweden*
4	1:06	Arif Mollah, *Rochdale*
4	1:06	Jonathan Steinberg, *Sweden*

AREA 51: INFILTRATION

1	1:18	Phil Hughes, *Merseyside*
2	1:19	Gary Carney, *Newcastle-upon-Tyne*
3	1:47	Ben Bryce, *Worthing*
4	2:00	David Byrne, *Dorset*
5	2:04	Andrew Simmonds, *Hampshire*

AREA 51: RESCUE

1	1:36	Phil Hughes, *Merseyside*
2	1:41	Gary Carney, *Newcastle-upon-Tyne*
3	1:52	Jan-Erik Spangberg, *Sweden*
4	2:37	David Morris, *Wallasey*
5	2:47	Sam Harkins, *Abingdon*

AREA 51: ESCAPE

1	2:38	Phil Hughes, *Merseyside*
1	2:38	Gary Carney, *Newcastle-upon-Tyne*
3	3:19	Andrew Simmonds, *Hampshire*
4	3:32	Sam Harkins, *Abingdon*
5	3:40	David Byrne, *Dorset*

AIR BASE: ESPIONAGE

1	1:21	Phil Hughes, *Merseyside*
1	1:21	Gary Carney, *Newcastle-upon-Tyne*
3	1:31	Jan-Erik Spangberg, *Sweden*
4	1:52	Ben Gooch, *Tamworth*
5	1:57	Anthony Ratnasothy, *Essex*

AIR FORCE ONE

1	0:59	Phil Hughes, *Merseyside*
1	0:59	Gary Carney, *Newcastle-upon-Tyne*
3	1:02	Jan-Erik Spangberg, *Sweden*
4	1:07	Robert Harrison, *Wakefield*
5	1:13	Ben Bryce, *Worthing*
5	1:13	Jonathan Steinberg, *Sweden*
5	1:13	Ben Gooch, *Tamworth*

CRASH SITE: CONFRONTATION

1	1:28	Phil Hughes, *Merseyside*
2	1:34	Jan-Erik Spangberg, *Sweden*
2	1:34	Gary Carney, *Newcastle-upon-Tyne*
4	1:57	Andrew Simmonds, *Waterlooville*
5	2:28	Morten Tronstad, *Norway*

PELAGIC II: EXPLORATION

1	0:57	Phil Hughes, *Merseyside*
2	0:59	Gary Carney, *Newcastle-upon-Tyne*
3	1:18	Jan-Erik Spangberg, *Sweden*
4	2:06	Sam Harkins, *Abingdon*
5	2:13	David Byrne, *Dorset*

DEEP SEA: NULLIFY THREAT

1	3:22	Phil Hughes, *Merseyside*
2	3:26	Gary Carney, *Newcastle-upon-Tyne*
3	4:50	David Morris, *Wallasey*
4	4:51	Sam Harkins, *Abingdon*
5	5:12	David Byrne, *Dorset*

CI: DEFENSE

1	0:58	Phil Hughes, *Merseyside*
1	0:58	Gary Carney, *Newcastle-upon-Tyne*
3	1:00	Jan-Erik Spangberg, *Sweden*
4	1:04	David Morris, *Merseyside*
5	1:26	David Byrne, *Dorset*

ATTACK SHIP: COVERT ASSAULT

1	2:29	Phil Hughes, *Merseyside*
2	2:31	Gary Carney, *Newcastle-upon-Tyne*
3	2:45	Jan-Erik Spangberg, *Sweden*
4	3:24	David Byrne, *Dorset*
5	3:38	Ben Bryce, *Worthing*

SKEDAR RUINS: BATTLE SHRINE

1	1:30	Phil Hughes, *Merseyside*
2	1:37	Gary Carney, *Newcastle-upon-Tyne*
3	1:48	Jan-Erik Spangberg, *Sweden*
4	2:16	Andrew Simmonds, *Waterlooville*
5	2:53	Sam Harkins, *Abingdon*

PERFECT AGENT TIMES

CHICAGO: STEALTH

1	1:17	Robert Harrison, *Wakefield*
2	1:34	Andrew Simmonds, *Waterlooville*

SKEDAR RUINS: BATTLE SHRINE

1	3:59	Andrew Simmonds, *Waterlooville*
2		Send in your time – this could be you!

DK64



RAMBI BONUS GAME

1	248	Terri Ann Johnston, *West Lothian*
1	248	Paddy Lane, *Co. Cork*
3	244	Peter Barrett, *Co. Armagh*
4	242	Jarl Andre Eltvik, *Norway*
5	238	Eoin O'Gorman, *Co. Tipperary*
6	228	Ben Gooch, *Tamworth*
6	228	Joseph Jennings, *Birmingham*
6	228	Arkadiusz Gabreycki, *Poland*
9	226	Ruben Larsen, *Norway*
9	226	James Hogg, *Barnet*

ENGUARDE ARENA

1	400	Sean Matthews, *Paisley*
2	365	Gavin Fuller, *Romford*
2	365	Arkadiusz Gabreycki, *Poland*
4	360	Gary Harmson, *Halifax*
5	350	Tom Craven, *Clitheroe*
6	345	Janne Kaitila, *Finland*
7	330	Lorne Tietjen, *Woking*
8	315	Scott Fitzgerald, *Dorset*
8	315	Kyan Kia, *Halifax*
10	305	Thomas Pearce, *Trowbridge*

DK ARCADE

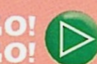
1	235200	Kieran Gorman, *Dumbarton*
2	221900	Ben Gooch, *Tamworth*
3	154900	Mat Isaia, *Australia*
4	127100	Griffin Leadabrand, *Australia*
5	105800	Paddy Lane, *Co. Cork*
6	92500	Matthew Sexton, *Bedford*
7	92400	Gary Harmson, *Halifax*
8	76000	Andrew Simmonds, *Hampshire*
9	64400	Michael Oakes, *Nantwich*
10	59600	Janne Kaitila, *Finland*

JETPAC

1	999995	Andrew Simmonds, *Hampshire*
2	999990	Arkadiusz Gabreycki, *Poland*
3	999660	Jake Warren, *Bristol*
4	999355	Alan Clarke, *Oxford*
5	995070	Farron Hussey, *Peterborough*
6	801680	Jenna Blackman, *Pagham*
7	712385	David Huggins, *Crawley*
8	688510	James Cull, *Redditch*
9	673395	Janne Kaitila, *Finland*
10	666540	Tom Makey, *Colchester*

DIDDY'S MINECART RIDE

1	85	Janne Kaitila, *Finland*
1	85	Denis Craven, *Lancashire*
1	85	Arkadiusz Gabreycki, *Poland*
1	85	Ruben Larsen, *Norway*
1	85	James Hogg, *Barnet*
6	84	Tom Craven, *Lancashire*
7	83	Jenna Blackman, *Pagham*
7	83	Timothy Staines, *Iford*





Wipeout 64



KLIES BRIDGE		
1	0:13.6	Thomas Dooley, *Glasgow*
2	0:16.6	Barry Drew, *Cambs*
3	0:16.7	Thomas Grandjean, *Switzerland*
QORON IV		
1	0:23.1	Thomas Dooley, *Glasgow*
2	0:26.8	Tom Craven, *Lancashire*
3	0:26.9	Ryan Brannan, *Co. Down*
SOKANA		
1	0:26.9	Thomas Dooley, *Glasgow*
2	0:29.2	Guy Nisbett, *London*
3	0:29.5	Tom Craven, *Lancashire*
DYRONESS		
1	0:17.6	Thomas Dooley, *Glasgow*
2	0:18.5	Thomas Grand, *Switzerland*
3	0:19.6	Kevin Holmes
MACHAON II		
1	0:27.4	Thomas Dooley, *Glasgow*
2	0:31.0	Barry Drew, *Cambs*
3	0:31.2	Tom Craven, *Clitheroe*
TERAFUMOS		
1	0:22.8	Thomas Dooley, *Glasgow*
2	0:23.6	Thomas Grand, *Switzerland*
3	0:26.9	Tom Craven, *Clitheroe*

Rush 2049

MARINA		
1	0:56.082	David Crowther, *Kent*
HAIGHT		
1	1:21.528	David Crowther, *Kent*
CIVIC		
1	1:22.540	David Crowther, *Kent*
METRO		
1	1:50.847	David Crowther, *Kent*
MISSION		
1	1:23.350	Michael Rose, *Manchester*
2	1:26.166	David Crowther, *Kent*
3	1:30.271	Stuart Briggs, *Weston-super-Mare*
4	1:30.764	Harry Watts, *Bucks*
5	1:32.004	John Rothwell, *Wallasey*
PRESIDIO		
1	2:04.904	David Crowther, *Kent*

Majora's Mask



GORON RACES		
1	1:16:52	Sean Matthews, *Paisley*
2	1:20:42	James Quinn, *Norfolk*
3	1:20:74	Morten Tronstad, *Norway*
4	1:20:82	Benjamin Tatlow, *London*

F-Zero X



SAND OCEAN		
1	1'09"340	Damien Golding, *Watford*
2	1'12"463	Andrew Mills, *Dundee*
3	1'14"690	Adam Tucker, *Great Yarmouth*
4	1'15"246	Phil Hughes, *Widnes*
5	1'15"756	David Van Moer, *Belgium*
BIG BLUE		
1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'30"852	Andrew Mills, *Dundee*
4	1'30"947	David Van Moer, *Belgium*
5	1'31"999	Tony Dunster, *London*
SECTOR ALPHA		
1	1'16"178	David Van Moer, *Belgium*
2	1'16"336	Damien Golding, *Watford*
3	1'22"696	Adam Tucker, *Great Yarmouth*
4	1'23"527	Phil Hughes, *Widnes*
5	1'24"497	Matthew Flitton, *Cambridge*
DEVIL'S FOREST 2		
1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
4	1'19"333	Andrew Mills, *Dundee*
5	1'22"152	D. D. Ramone, *Carlisle*

FIRE FIELD		
1	1'11"599	David Van Moer, *Belgium*
2	1'14"360	Phil Hughes, *Widnes*
3	1'15"028	Adam Tucker, *Great Yarmouth*
4	1'15"183	D. D. Ramone, *Carlisle*
5	1'17"414	Andrew Mills, *Dundee*
RED CANYON 2		
1	1'20"467	David Van Moer, *Belgium*
2	1'33"471	Andrew Mills, *Dundee*
3	1'33"776	Adam Tucker, *Great Yarmouth*
4	1'34"800	Gary Carney, *Newcastle-upon-Tyne*
5	1'34"935	Phil Hughes, *Widnes*
SPACE PLANT		
1	1'53"537	Damien Golding, *Watford*
2	1'53"944	David Van Moer, *Belgium*
3	2'00"535	Adam Tucker, *Great Yarmouth*
4	2'01"163	Phil Hughes, *Widnes*
5	2'02"173	D. D. Ramone, *Carlisle*
PORT TOWN 2		
1	1'41"918	David Van Moer, *Belgium*
2	1'52"032	Paul Galvin, *Dublin*
3	1'52"315	Damien Golding, *Watford*
4	1'52"832	Adam Tucker, *Great Yarmouth*
5	1'52"920	Phil Hughes, *Widnes*

RR64



RACE RECORDS

RIDGE RACER NOVICE		
1	0'56"780	Thomas Hower, *Denmark*
2	0'56"920	Kieran Warden, *Co. Galway*
3	0'57"320	Jan-Erik Spangberg, *Sweden*
4	0'59"880	Stephen Cairns, *Edinburgh*
5	1'03"660	Matthew Sexton, *Bedford*
REVOLUTION NOVICE		
1	1'36"380	Jan-Erik Spangberg, *Sweden*
2	1'41"300	Kieran Warden, *Co. Galway*
3	1'46"820	Thomas Hower, *Denmark*
RENEGADE NOVICE		
1	1'22"440	Jan-Erik Spangberg, *Sweden*
2	1'25"320	Kieran Warden, *Co. Galway*
3	1'40"660	Thomas Hower, *Denmark*
REVOLUTION INTERMEDIATE		
1	2'11"840	Jan-Erik Spangberg, *Sweden*
2	2'27"040	Kieran Warden, *Co. Galway*
3	4'10"760	Thomas Hower, *Denmark*
RENEGADE INTERMEDIATE		
1	1'37"080	Jan-Erik Spangberg, *Sweden*
2	1'48"400	Kieran Warden, *Co. Galway*
3	2'00"160	Thomas Hower, *Denmark*
RIDGE RACER EXPERT		
1	2'11"580	Jan-Erik Spangberg, *Sweden*
2	2'22"720	Kieran Warden, *Co. Galway*
3	2'29"560	Thomas Hower, *Denmark*
REVOLUTION EXPERT		
1	2'33"120	Jan-Erik Spangberg, *Sweden*
2	2'54"400	Kieran Warden, *Co. Galway*
3	3'01"080	Thomas Hower, *Denmark*
RENEGADE EXPERT		
1	2'20"160	Jan-Erik Spangberg, *Sweden*
2	2'36"560	Kieran Warden, *Co. Galway*
3	2'55"740	Thomas Hower, *Denmark*
RIDGE RACER EXTREME		
1	2'02"660	Jan-Erik Spangberg, *Sweden*
2	2'12"080	Kieran Warden, *Co. Galway*
3	2'17"800	Stephen Cairns, *Edinburgh*
4	2'28"360	Thomas Hower, *Denmark*

Pokémon Snap



REPORT TOTALS		
1	292040	Andrew Simmonds, *Hampshire*
2	281330	Aidan Walters, *Doncaster*
3	277150	Craig Yip, *Liverpool*
4	275170	Nayaab Islam, *London*
5	274490	Keith Vacher, *Hampshire*
6	271190	John Sanderson, *Telford*
7	265250	Rosie Holliday, *Kent*
8	263410	Hedley Gabriel, *Essex*
9	260210	Michael Rose, *Manchester*
10	257000	Ben Richardson, *Middlesbrough*

Mario Golf



TOAD HIGHLANDS		
1	8'17"40	Warren 'Big Woz' Bright, *Oxford*
2	8'33"08	Chris Webb, *Gloucester*
3	8'34"64	John Jehan, *Jersey*
4	8'41"96	Raymond Wegman, *Holland*
5	9'18"68	Jon McIlvaney, *Washington*

KOOPA PARK		
1	8'52"08	Warren 'Big Woz' Bright, *Oxford*
2	9'08"60	John Jehan, *Jersey*
3	9'13"48	Chris Webb, *Gloucester*
4	9'16"20	Raymond Wegman, *Holland*
5	10'32"68	Gary Carney, *Newcastle-upon-Tyne*

SHY GUY DESERT		
1	9'08"88	Warren 'Big Woz' Bright, *Oxford*
2	9'13"88	Chris Webb, *Gloucester*
3	9'25"04	John Jehan, *Jersey*
4	9'25"56	Raymond Wegman, *Holland*
5	10'47"72	Gary Carney, *Newcastle-upon-Tyne*

YOSHI'S ISLAND		
1	9'21"76	Warren 'Bog Woz' Bright, *Oxford*
2	9'42"12	John Jehan, *Jersey*
3	9'51"60	Chris Webb, *Gloucester*
4	9'54"68	Raymond Wegman, *Holland*
5	11'03"28	Karl von der Luehe, *Surrey*

BOO VALLEY		
1	10'05"72	Warren 'Big Woz' Bright, *Oxford*
2	10'34"00	John Jehan, *Jersey*
3	10'39"08	Chris Webb, *Gloucester*
4	10'52"72	Raymond Wegman, *Holland*
5	11'44"36	Gary Carney, *Newcastle-upon-Tyne*

MARIO'S STAR		
1	9'24"20	Warren 'Big Woz' Bright, *Oxford*
2	10'08"00	John Jehan, *Jersey*
3	10'09"48	Chris Webb, *Gloucester*
4	10'18"24	Raymond Wegman, *Holland*
5	11'54"76	Thomas Grandjean, *Switzerland*

Star Wars Episode 1: Racer



BOONTA TRAINING COURSE		
1	0:13.262	Thomas Hower, *Denmark*
2	0:17.328	Guy Taylor, *Peterborough*
3	0:21.726	Matthew Mowlam, *Cowes*
4	0:22.086	Joel Ashby-Davis, *London*
5	0:23.912	Chris Turner, *Cheshire*

MON GAZZA SPEEDWAY		
1	0:06.853	Matthew Mowlam, *Cowes*
2	0:06.941	Thomas Hower, *Denmark*
3	0:07.382	Guy Taylor, *Peterborough*
4	0:08.397	Matthew Love, *London*
5	0:11.184	Chris Turner, *Cheshire*

BEEDO'S WILD RIDE		
1	0:36.526	Guy Taylor, *Peterborough*
2	0:45.298	Thomas Hower, *Denmark*
3	0:52.415	Jan-Erik Spangberg, *Sweden*
4	0:53.634	Matthew Mowlam, *Cowes*
5	0:53.650	Ben Wilkins, *Australia*

MALASTARE 100		
1	0:26.720	Thomas Hower, *Denmark*
2	0:26.827	Guy Taylor, *Peterborough*
3	0:30.140	Ben Wilkins, *Australia*
4	0:31.002	Guy Taylor, *Peterborough*
5	0:31.844	James McClosky, *Co. Derry*

VENGEANCE		
1	0:53.359	Thomas Hower, *Denmark*
2	1:02.249	Jan-Erik Spangberg, *Sweden*
3	1:03.355	Ben Wilkins, *Australia*
4	1:05.991	Guy Taylor, *Peterborough*
5	1:07.810	Anthony Ratnasothy, *Essex*

SCRAPPER'S RUN		
1	0:24.551	Thomas Hower, *Denmark*
2	0:32.955	Ben Wilkins, *Australia*
3	0:33.333	Matthew Durrant, *Bognor Regis*
4	0:34.957	James McClosky, *Co. Derry*
5	0:35.589	Jan-Erik Spangberg, *Sweden*

ANDO PRIME CENTRUM		
1	0:36.474	Thomas Hower, *Denmark*
2	0:43.932	Matthew Mowlam, *Cowes*
3	0:47.297	Guy Taylor, *Peterborough*
4	0:50.213	Tom Beasley, *Bushy*
5	0:51.332	Ben Wilkins, *Australia*

EXECUTIONER		
1	1:08.484	Guy Taylor, *Peterborough*
2	1:09.957	Thomas Hower, *Denmark*
3	1:16.516	Jan-Erik Spangberg, *Sweden*
4	1:21.040	Ben Wilkins, *Australia*
5	1:22.029	Anthony Ratnasothy, *Essex*

How to enter

Remember, you need to send in a photo or video for your effort to be confirmed. Any photos MUST have your name, address and score/time on the back. A phone number would also be appreciated. Videos must have a label attached, with all of the aforementioned information easily legible.
Pack up your bits and send them all to:
I'm the Best, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

Smash Bros



BONUS 1 TIMES

MARIO		
1	10"05	Jan-Erik Spangberg, *Sweden*
2	11"83	Hamid Momatash, *Gateshead*
3	11"85	Ben Rumsby, *Bristol*
4	11"97	Jonathan Steinberg, *Sweden*
5	13"81	Matthew Sexton, *Bedford*

DONKEY KONG		
1	14"13	Hamid Momatash, *Gateshead*
2	14"21	Ben Rumsby, *Bristol*
3	14"37	Tom Donoughue, *Balsham*
4	14"43	Scott Fitzgerald, *Dorset*
5	14"57	Jan-Erik Spangberg, *Sweden*

YOSHI		
1	19"39	Hamid Momatash, *Gateshead*
2	19"71	Ben Rumsby, *Bristol*
3	19"83	Tom Donoughue, *Balsham*
4	20"85	Jan-Erik Spangberg, *Sweden*
5	22"90	Alexander Davies, *Llandeilo*

KIRBY		
1	18"65	Hamid Momatash, *Gateshead*
2	20"95	Ben Rumsby, *Bristol*
3	20"97	Chris Grant, *Inverness*
4	21"00	Tom Donoughue, *Balsham*
5	22"99	Jan-Erik Spangberg, *Sweden*

LINK		
1	17"63	Hamid Momatash, *Gateshead*
2	19"23	Tom Rumsby, *Bristol*
3	21"21	Rob Humphrey, *Leicester*
4	21"47	Tom Donoughue, *Balsham*
5	21"57	Tom Woodward, *Bredon*

FOX		
1	13"87	Hamid Momatash, *Gateshead*
2	13"95	Ben Rumsby, *Bristol*
3	14"05	James Wood, *Cumbria*
4	14"80	Jan-Erik Spangberg, *Sweden*
5	16"13	Laurence Imich, *Essex*

PIKACHU		
1	10"80	Hamid Momatash, *Gateshead*
2	11"01	David Marsland, *Cheshire*
3	11"47	Luke Brown, *Worcester*
4	11"97	Ben Rumsby, *Bristol*
5	12"01	Robert Harrison, *Wakefield*

BONUS 1 TOTAL TIME		
1	3'19"55	Hamid Momatash, *Gateshead*
2	3'24"50	Ben and Tom Rumsby, *Bristol*
3	3'39"60	Jan-Erik Spangberg, *Sweden*
4	4'25"44	Matthew Sexton, *Bedford*

BONUS 2 TOTAL TIME		
1	5'49"88	Hamid Momatash, *Gateshead*
2	5'56"63	Ben and Tom Rumsby, *Bristol*
3	6'35"21	Matthew Sexton, *Bedford*

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>> CALL TO PRE-ORDER NOW <<

Club 64 DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

We reviewed some of the games in Directory over FOUR years ago. So, while they might have deserved their mark back then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now, rated out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

SIN AND CRIME AND PUNISHMENT

73% 4 — Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)

This panel includes handy info, like whether a game uses a Rumble, Controller or Expansion Pak.



A fusion of the classic novel and 21st century gaming, *SCP* deals with a self-absorbed student who kills a money-lender to escape poverty, only then to be hounded by three anime-styled, blaster-toting manifestations of his guilt and paranoia. Bit heavy for kids.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

TOP TIP *Make sure you stove the money-lender's head in good and proper with your axe. It'll max out your Despair Meter – great for moral decay in 19th-century Russia!*

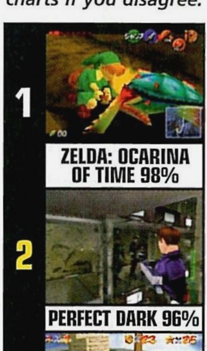
For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell
GE	Geraint Evans

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.



1 ZELDA: OCARINA OF TIME 98%

2 PERFECT DARK 96%

2 MARIO 64 96%

2 ZELDA: MAJORA'S MASK 96%



5 TUROK 2 95%

UK Game releases

40 WINKS

71% 3 — GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING

89% 4 — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE

31% 1 — Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT

58% 1 — Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE

10% 0 — ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL

84% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000

80% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS

68% 3 — Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES

76% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES

67% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64

53% 2 — Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI

67% 2 — Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE

92% 5 — Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA





Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.

TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATMAN OF THE FUTURE

16% 1 — Ubi Soft ● £30 ● 1 player ● rumble pak ● no save ● Issue 49 ● AM

Lamentably retro sideways-scrapper that's over before it's begun.

BATTLETANX

74% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT

81% 4 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE

73% 3 — Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING

81% 4 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS
76% 3 — GT • £40 • 1/2 players • rumble pak • on cart • Issue 20 • JA

Looks excellent but shallow gameplay.

BLAST CORPS
88% 5 — Nintendo/Rare • £20 • 1 player • on cart • controller pak • Issue 5 • JS



One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BLUES BROTHERS 2000
28% 1 — Titus • £40 • 1/2 players • rumble pak • controller pak • Issue 46 • AM

About as bad as the movie. Purchase at your peril.

BODY HARVEST
91% 5 — Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW




Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.

TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64
50% 1 — Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO
66% 2 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE
70% 2 — Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2
80% 4 — Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3
82% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been, except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64
8% 0 — SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA
81% 4 — Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS
75% 3 — Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS
67% 3 — Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST
70% 2 — Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2
55% 1 — Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY
52% 3 — Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK
81% 3 — GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓
24% 0 — Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER
75% 3 — Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CONKER'S BAD FUR DAY
89% 5 — THQ • £50 • 1-4 players • rumble pak • on cart • Issue 53 • GE




Shoddy in places, but crude jokes, smooth play, movie spoofs and a top multiplayer make it unputdownable.

TOP TIP *Missing some moolah? Try the top of the tower near the swearing cog.*

CRUIS'N USA
24% 0 — Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD
38% 0 — Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF
72% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 40 • TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA
67% 3 — Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB

Very average *Quake*-clone with RPG titbits.

DARK RIFT
69% 1 — Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY
65% 3 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING
90% 4 — Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA




A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN
35% 1 — Activision • £40 • 1 player • rumble pak • controller pak • Issue 40 • MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

DONALD DUCK QUACK ATTACK
69% 2 — Ubi Soft • £40 • 1 player • controller pak • expansion pak • Issue 49 • GE

Simple platformer executed reasonably well. Er, and that's about it.

WRETCHED
The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...



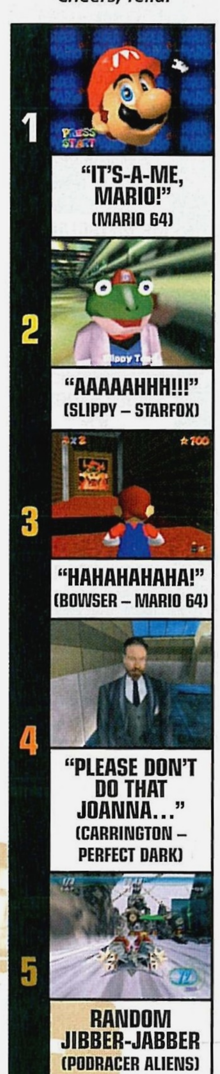


GO! GO!



WINNER!

Nintendo certainly have an ear for catchphrases. Shaun Stevens from down Dorset way has sent in his top five, and bags a copy of WWF No Mercy. Cheers, fella.



DONKEY KONG 64

93% 5 — Rare ● £60 (with exp pak) ● 1-4 players ● rumble pak ● expansion pak ● Issue 36 ● MG



It's *Banjo-Kazooie*+, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64

77% 2 — GT ● £25 ● 1 player ● controller pak ● Issue 7 ● JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES

50% 0 — Bitwave/Hudson ● £30 ● 1/2 players ● controller pak ● Issue 17 ● MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUCK DODGERS

75% 3 — Infogrames ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 47 ● MG

Let down by a duff camera, but otherwise a surprisingly decent Warner Bros platformer.

DUKE NUKEM 64

85% 4 — GT ● £25 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW




A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.



TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM: ZERO HOUR

90% 4 — GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG




A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D

68% 3 — Virgin ● £40 ● 1 players ● controller pak ● rumble pak ● Issue 35 ● JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION

80% 3 — Acclaim ● £40 ● 1-4 players ● controller pak ● rumble pak ● expansion pak ● Issue 39 ● MG

Fun rasslin', rubbish licence, dull characters.

EXCITEBIKE 64

90% 5 — Nintendo ● £45 ● 1-4 players ● controller pak ● rumble pak ● Issue 43 ● MG




Tip-top motocross action, with sublime handling that takes a leaf from *Wave Race*'s book.

TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

EXTREME G

87% 2 — Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW




Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)

85% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB




XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 RACING CHAMPIONSHIP

72% 3 — Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 47 ● MK

Decent, realistic racer, but doesn't quite match the splendour of *F1WGP*.

F1 POLE POSITION

71% 1 — Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP

93% 5 — Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2

72% 3 — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

There's not enough new here.

FIFA 64

39% 0 — EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

Like a rash. Only not as enjoyable.

FIFA '98

83% 2 — EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

There's promise here. Not perfect, but better.

FIFA '99

83% 4 — EA ● £40 ● 1-4 players ● controller pak ● rumble pak ● Issue 26 ● TW

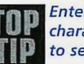
The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY

86% 4 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.



TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE

26% 1 — Crave ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 37 ● MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON

73% 2 — Interplay ● £40 ● 1/2 players ● controller pak ● rumble pak ● Issue 27 ● TW

Fairly enjoyable but instantly forgettable.

FORSAKEN

87% 4 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK




A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X

91% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP



The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!

47% 1 — Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS

81% 4 — Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO

22% 0 — Crave • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59% 1 — GT • £50 • 1 player • rumble pak • controller pak • Issue 21 • JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% 4 — Hasbro • £50 • 1 player • rumble pak • on cart • Issue 21 • MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2

69% 3 — Konami • £40 • 1/2 player • rumble pak • on cart • Issue 29 • JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% 5 — Nintendo/Rare • £50 • 1-4 players • rumble pak • on cart • Issue 9 • TW



Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.



TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67% 1 — Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 17 • TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HERCULES THE LEGENDARY JOURNEYS

66% 2 — Titus • £40 • 1 player • rumble pak • controller pak • Issue 48 • AM

Fairly good *Zelda* clone, but with nowhere near as much depth. Shame.

HEXEN

69% 1 — Midway • £30 • 1-4 players • controller pak • Issue 5 • JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 3 — Konami • £50 • 1 player • controller pak • Issue 23 • MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% 4 — Konami • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 33 • JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER

84% 4 — Midway • £40 • 1-4 players • rumble pak • controller pak • Issue 39 • JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS

56% 1 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 — Take 2 • £40 • 1 player • rumble pak • on cart • Issue 34 • JB

A comprehensive package of all things angling.

INTERNATIONAL TRACK & FIELD 2000

86% 4 — Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB





Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.



TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 2000

90% 4 — Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MK





Not a huge update, but *ISS 2000*, complete with an all-new career mode, is still a fantastic game.



TOP TIP *Listen to your manager's advice to keep your RPG player on top form. Rest during training, too, else you'll soon get injured.*

ISS 64

92% 4 — Konami • £30 • 1-4 players • controller pak • Issue 3 • TW





An almost flawless game which could only have been bettered with the addition of real teams.



TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 — Konami • £40 • 1-4 players • controller pak • Issue 20 • MK



Enhanced and updated and, now more than ever, the finest football game in the world.



TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS

53% 2 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • TW

"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI

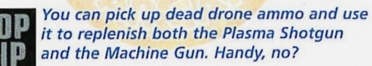
93% 5 — Rare • £50 • 1-4 players • rumble pak • on cart • Issue 34 • MK

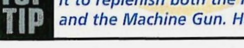






Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.





TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 — Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KIRBY 64 THE CRYSTAL SHARDS

72% 3 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 45 • AM

Repetitive and disappointingly unimaginative platforming with the marshmallow blob.

KNOCKOUT KINGS 2000

82% 3 — EA • £30 • 1/2 players • controller pak • rumble pak • Issue 35 • TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 — Nintendo • £30 • 1-4 players • on cart • rumble pak • Issue 24 • JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA OCARINA OF TIME

98% 5 — Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB







Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LEGEND OF ZELDA MAJORA'S MASK

96% 5 — Nintendo • £40 • 1 player • rumble pak • expansion pak • on cart • Issue 49 • MG



Rich and inventive, with enough intricate puzzles and heart-rending moments to blow your brain open.

TOP TIP *Smash a pot near an owl statue for a red fairy, then warp to the same statue – the red fairy's back in the pot!*

LOGO!

Developers' logos certainly are the best bit about games, aren't they? Well, Chris Devine of Wokingham seems to be partial to 'em. Have a butcher's at his top five.

1.  RARE
2.  NINTENDO
3.  ACCLAIM
4. TEAM 17
5. INFOGRAMES

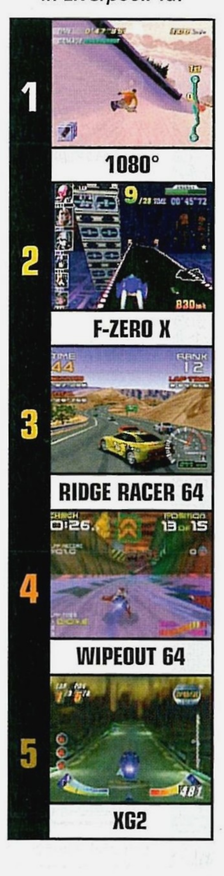






HELLO!

A good announcer can do wonders for a game, you know. So we're happy to see this underrated factor honoured in a chart from Sean Lyons in Liverpool. Ta!



LEGO RACERS
70% 3 — Lego Media • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D
70% 3 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 29 • JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS
91% 5 — Nintendo • £30 • 1-4 players • rumble pak • on cart • Issue 8 • JN



Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

MACE: THE DARK AGE
81% 3 — GT • £30 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64
92% 3 — EA • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT




The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL '99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99
88% 5 — EA • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK




This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE
51% 2 — Activision • £40 • 1/2 players • rumble pak • on cart • Issue 34 • JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF
90% 5 — Nintendo • £40 • 1-4 players • rumble pak • on cart • GB pak • Issue 34 • MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64
91% 5 — Nintendo • £30 • 1-4 players • controller pak • on cart • Issue 4 • JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY
85% 4 — Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN



Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MARIO PARTY 2
87% 4 — Nintendo • £45 • 1-4 players • rumble pak • on cart • Issue 42 • MG



Not much fun on your own, but find three friends and your in for one hell of a party.

TOP TIP *Press L while on a board to hear your character cheer.*

MARIO TENNIS
91% 5 — Nintendo • £40 • 1-4 players • rumble pak • on cart • transfer pak • Issue 47 • MK




It's Mario. It's tennis. It's absolutely gobsmackingly ace. The multiplayer's a joy, too. Get it in!



TOP TIP *Win the Star Cup with all the characters, then hold R while selecting your player to access the Rainbow Cup.*

MICHAEL OWEN'S WLS 2000
84% 4 — THQ • £45 • 1-4 players • rumble pak • controller pak • Issue 33 • MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICKEY'S SPEEDWAY USA
80% 4 — Rare • £40 • 1-4 players • rumble pak • on cart • Issue 50 • MG

Mario Kart clone that's short on innovation, but long on thrills.

MICRO MACHINES 64 TURBO


86% 4 — Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 25 • JB




Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES
38% 0 — Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS
90% 4 — Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB




It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE
75% 3 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES
9% 0 — GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX
87% 4 — Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • Issue 27 • JB



Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS
66% 2 — Take 2 • £40 • 1/2 players • rumble pak • Issue 33 • JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4
84% 4 — GT • £45 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY
34% 1 — GT • £40 • 1/2 players • rumble pak • controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP
71% 2 — Ocean/Imagineer • £30 • 1/2 players • controller pak • Issue 8 • JD

The conversion job has done it no favours.

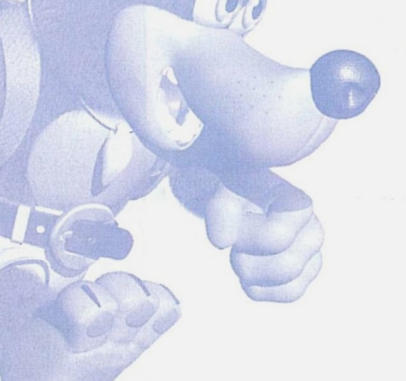
MYSTICAL NINJA
90% 4 — Konami • £50 • 1 player • controller pak • Issue 14 • TW




With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.



TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*



NAGANO WINTER OLYMPICS

32% 1
Konami • £45 • 1-4 players • rumble pak • controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99

59% 1
EA • £40 • 1/2 players • rumble pak • controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE

90% 4
Nintendo • £20 • 1-4 players • rumble pak • controller pak • on cart • Issue 18 • MK




Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME

52% 1
GT • £25 • 1-4 players • on cart • Issue 6 • JS

Two-on-two basketball gets very boring.

NBA IN THE ZONE 2000

69% 3
Konami • £50 • 1-4 players • rumble pak • controller pak • Issue 44 • AM

Competent, but not as good as *NBA Courtside 2*.

NBA JAM '99

83% 3
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000

80% 4
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 37 • MK

Smooth passing and a top create-a-player.

NBA LIVE '99

64% 2
EA • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

The poor man's basketball game.

NBA LIVE 2000

65% 3
EA • £40 • 1-4 players • rumble pak • controller pak • Issue 38 • MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98

71% 2
Konami • £40 • 1-4 players • rumble pak • controller pak • Issue 14 • JP

An enjoyable multiplayer and lots of options.

NBA PRO '99

52% 2
Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

Painfully average.

NFL BLITZ

87% 4
GT • £45 • 1/2 players • rumble pak • controller pak • Issue 22 • MK

Arcade-style American football. Fast play with plenty of scraps and a customisable editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98

86% 3
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99

90% 5
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK



Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000

60% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MK

Duff update. Stick with last year's version.

NHL '99

74% 4
EA • £50 • 1-4 players • rumble pak • controller pak • Issue 22 • JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY

62% 2
Acclaim • £40 • 1-4 players • rumble pak • on cart • Issue 14 • DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99

64% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NHL PRO '99

52% 2
Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

An above-average slice of ice-based hockey.

NUCLEAR STRIKE

82% 4
THQ • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 39 • MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY

60% 1
GT • £25 • 1-4 players • controller pak • Issue 15 • MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK

83% 4
Virgin • £40 • 1-4 players • rumble pak • controller pak • Issue 41 • MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY

62% 2
Midway • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS

58% 2
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • MK

Slow and boring, even when it speeds up. Dump.

PERFECT DARK

96% 5
Rare • £50 • 1-4 players • rumble pak • controller pak • on cart • expansion pak • transfer pak • Issue 42 • MK



Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

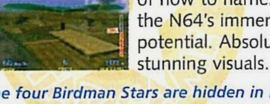
PGA EUROPEAN TOUR GOLF

80% 4
Infogrames • £40 • 1-4 players • rumble pak • on cart • Issue 38 • MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64

89% 5
Nintendo • £20 • 1 player • on cart • Issue 1 • TW

A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The four Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

POKÉMON PUZZLE LEAGUE

89% 5
Nintendo • £40 • 1/2 players • on cart • Issue 52 • GE



Top-notch tile-matching with those loveable monsters, and the best puzzling to be had on the N64.

TOP TIP *Press L, R and Z on both controllers to unlock all the trainers in 2P Vs mode.*

POKÉMON SNAP

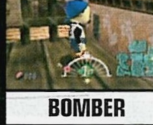
80% 4
Nintendo • £45 • 1 player • on cart • Issue 45 • MK

Gorgeous photo-snapping safari on Pokémon Island – but only 63 monsters?

CHAPEAU!

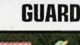
Matthew Marcantonio from Newcastle has kindly sent in his top five hat-wearers in Clock Town, Termina. To which we say, "Who wants to be a milliner?" Ha!

1 DEKU SCRUB



2 BOMBER





3 GUARD



4 NAMESAKE GORON



5 SHOOTING GALLERY OWNER

GO! GO!

BAD!

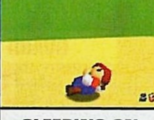
Sam Gibson from Dumbartonshire claims he has some very bad habits that he's picked up from games. Of course, we can't approve, but here they are...

1

JUMPING INTO TOILETS (BANJO-KAZOOIE)

2

ENTERING PEOPLE'S HOUSES (ZELDA)

3

SLEEPING ON THE JOB (MARIO 64)

4

SPYING ON POKÉMON (POKÉMON SNAP)

5

KILLING PEOPLE (GOLDENEYE)

POKÉMON STADIUM

90% 5 Nintendo ● £50 ● 1-4 players ● rumble pak ● on cart ● includes transfer pak ● Issue 41 ● MG




Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.



TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

POWER RANGERS LIGHTSPEED RESCUE

9% 0 THQ ● £40 ● 1/2 players ● controller pak ● Issue 52 ● MG

Constipated puppet-men jerking their way around barren Lego-built cities. Dire.

PREMIER MANAGER 64

82% 4 Gremlin ● £40 ● 1 player ● on cart ● Issue 31 ● TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64

79% 3 GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II

90% 4 Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● MG




The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAINBOW SIX

87% 4 Take 2 ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 35 ● TW




Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!



TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS

80% 4 Konami ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 22 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR

54% 1 GT ● £45 ● 1-3 players ● controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR

22% 0 Midway ● £40 ● 1-3 players ● rumble pak ● controller pak ● Issue 29 ● MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK

70% 3 Mindscape ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% 3 Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE

81% 3 Midway ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 37 ● MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2

90% 4 Virgin ● £40 ● 1 player ● rumble pak ● expansion pak ● Issue 36 ● MG



Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT

73% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● MG

Better-than-average racing game.

RIDGE RACER 64

91% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 40 ● MG




Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6,000 and 7,000 for a speed start.*

ROAD RASH 64

68% 3 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Solid, entertaining but unspectacular.

ROADSTERS

80% 4 Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Not perfect, but quick. Great.

ROBOTRON 64

75% 2 GT ● £50 ● 1/2 players ● controller pak ● Issue 12 ● JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS

88% 4 Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● JB




The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON

85% 4 Lucas Arts ● £50 ● 1 player ● on cart ● rumble pak ● expansion pak ● Issue 25 ● TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

RUGRATS IN PARIS

67% 3 THQ ● £40 ● 1-4 players ● controller pak ● Issue 51 ● AM

A sparse but relatively enjoyable collection of cartoony minigames for the kids.

RUGRATS TREASURE HUNT

48% 1 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA

73% 4 GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

You'll either love it or hate it.

SAN FRANCISCO RUSH

82% 3 GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tons of explosions.

SAN FRANCISCO RUSH 2049

91% 4 Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 48 ● GE




Super-fast, car-flipping futuristic racer with countless hours of exploration in it.

TOP TIP *Rack up 100,000 points in the stunt mode and you'll open up an excellent new arena: Disco... Get down!*

SCARS

79% 3 Ubi Soft ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SCOOBY DOO! CLASSIC CREEP CAPERS

23% 1 THQ ● £40 ● 1 player ● controller pak ● Issue 53 ● MG

Dire *Resi* rip-off that's abysmal in every sense of the word. Avoid.

SHADOWGATE 64

43% 2 — Kemco • £40 • 1 player • rumble pak • controller pak • Issue 31 • JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% 5 — Acclaim • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 32 • JB




Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.



TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE

78% 3 — Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

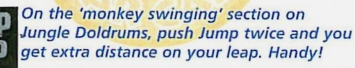
Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY

91% 5 — Take 2 • £50 • 1 player • on cart • Issue 22 • MK



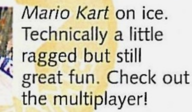

The most original console game ever. A breathtakingly clever and supremely playable platformer.



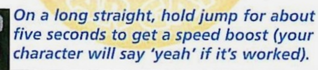
TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS

86% 4 — Nintendo/Atlus • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA

Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!



TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK

73% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first-person shooter.

SOUTH PARK CHEF'S LUV SHACK

83% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Genuinely amusing *Mario Party* rip-off.

SOUTH PARK RALLY

88% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • MG



Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER

68% 2 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: BATTLE FOR NABOO

78% 4 — THQ • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 53 • GE

Rogue Squadron for the new millennium. A tasty shooter, but just misses the mark.

STAR WARS EPISODE 1: RACER

88% 5 — Nintendo • £50 • 1/2 players • rumble pak • on cart • expansion pak • Issue 53 • GE



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000

76% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 39 • JB

More-than-passable bike sim.

SUPERMAN

14% 0 — Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% 5 — Nintendo • £50 • 1 player • on cart • Issue 1 • ZN




Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 36 • MG




Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TAZ EXPRESS

27% 1 — Infogrames • £40 • 1 player • on cart • Issue 43 • AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

TETRISPHERE

69% 3 — Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK



At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.



TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*



LIPPY!

More Majora's Mask-related oddity, this time from Jospeh Westwood of Wednesfield. He's donated a list of the top five Termina people with scary big lips.

1.  GORON ELDER
2.  SHOOTING GALLERY OWNER
3.  GORON LINK
4.  CHUCHU
5.  MADAME AROMA



GO! GO!

Club 64 DIRECTORY readers' top five

Your top five can be anything: your top five favourite characters, your top five favourite boss attacks, your top five favourite games featuring cheese, your top five favourite multiplayer moments, *anything* at all. The more creative and entertaining, the better!

cut out and send

WIN!

An N64 game of your choice!

The reader with the best and most original chart wins an N64 game of their choice.

Send your completed form to: N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

My top five......................................
......................................are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name ....

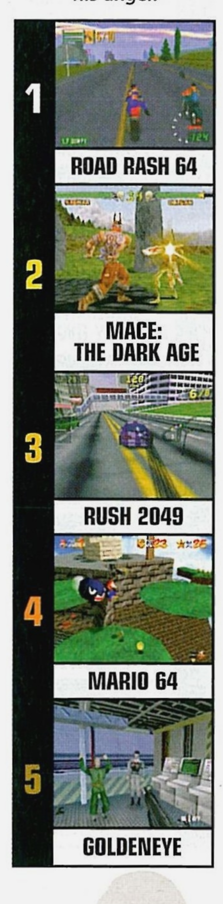
Address ....

Postcode ....

Game wanted ....

AAGH!

Games stress-out Jermaine Grant of Sheffield, even inducing shouting fits aimed at the telly. So, he's vented his rage in the form of a chart of the top five titles liable to induce his anger.

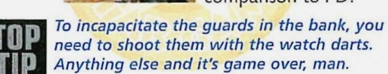

1 ROAD RASH 64
2 MACE: THE DARK AGE
3 RUSH 2049
4 MARIO 64
5 GOLDENEYE

THE WORLD IS NOT ENOUGH

88% 4 EA/Eurocom • £40 • 1-4 players rumble pak • controller pak • expansion pak • Issue 49 • MG



Great Bond shooter: the true successor to *GoldenEye*. But niggly in places, and pales in comparison to *PD*.



TOP TIP *To incapacitate the guards in the bank, you need to shoot them with the watch darts. Anything else and it's game over, man.*

TIGGER'S HUNNY HUNT

36% 1 Ubi Soft • £40 • 1 player • on cart • Issue 51 • GE

Another tiresome Disney-themed platformer that even youngsters will loathe. Pooh.

TOM & JERRY: FISTS OF FURRY

35% 2 Ubi Soft • £40 • 1/2 players • rumble pak • on cart • Issue 49 • GE

Duff cartoon scrapper. Without a four-player mode! Pants.

TONIC TROUBLE

55% 2 Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING

86% 4 Activision • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 41 • MK





Very playable skateboarding sim with the emphasis on tremendous stuntwork.



TOP TIP *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

TOP GEAR OVERDRIVE

79% 3 Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

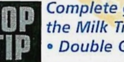
TOP GEAR RALLY

86% 4 Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD





Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.



TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR RALLY 2

90% 5 Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • JB





Brilliant rally game with arcade handling. There's even a random track generator.



TOP TIP *Stick with your chosen team for as long as you can to get the best possible upgrades.*

TOY STORY 2

71% 3 Activision • £40 • 1 player • rumble pak • controller pak • Issue 39 • TW

Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

TUROK DINOSAUR HUNTER

91% 4 Acclaim • £30 • 1 player • controller pak • Issue 1 • TW





Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!



TOP TIP *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2: SEEDS OF EVIL

95% 5 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW





A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

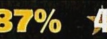
TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK 3: SHADOW OF OBLIVION

82% 3 Acclaim • £50 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MG

Brilliant in places but plain tedious in others. No match for the sublime *Perfect Dark*.

TUROK: RAGE WARS



87% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG





The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2 Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8

74% 3 Activision • £40 • 1-4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone.

VIGILANTE 8 SECOND OFFENCE

69% 3 Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • JB

Polished-looking but ultimately tedious update of last year's original.

VIRTUAL POOL 64

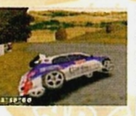
77% 4 Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.

V-RALLY 99

90% 5 Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JA





Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 1 Nintendo • £40 • 1-4 players • rumble pak • controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% 0 GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% 5 Nintendo • £30 • 1/2 players • on cart • Issue 2 • ZN



Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.

TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% 3 GT • £25 • 1-4 players • controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3 GT • £25 • 1-4 players • controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% 3 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

WCW/NWO REVENGE

75% 3 THQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 THQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% 3 Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% 5 Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW



The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

TOP TIP *Airbraking on gentle bends can flip you: save it for the tightest turns.*

WORLD CUP '98

73% 2 EA ● £40 ● 1/4 players ● controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER

91% 5 Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 32 ● JB





It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *Change car colour: press Z at the car select screen. See N64/34 for more.*

WORMS ARMAGEDDON

85% 4 Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MK





A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete training and one-player missions for new multiplayer options.*

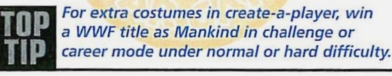
WWF ATTITUDE

88% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG





The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.



TOP TIP *For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

WWF NO MERCY

92% 5 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● transfer pak ● Issue 49 ● AM



A huge improvement on already by far the best wrestling series, laden with options, intrigue and violence.

TOP TIP *The sneaky way to win is the Ring Out. Trap your foe outside the ring and leg it back in when the count's nearly finished.*

WWF WARZONE

85% 4 Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK



A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP *On the character biog, push down on the analogue to select other outfits.*

WWF WRESTLEMANIA 2000

90% 5 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH





The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% 4 Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, four-player beat-'em-up.

YOSHI'S STORY

86% 5 Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW





Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.



TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

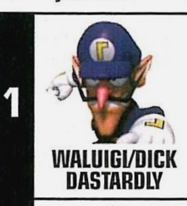


Import releases
(not yet released in UK)

Game	Details	Score	Stars
64 O-SUMO	Bottom Up ● 1/2 players ● Issue 11 ● ME	90%	4
AIR BOARDER 64	Human ● 1/2 players ● Issue 16 ● TW	62%	2
ALL STAR BASEBALL 2001	Acclaim ● 1-4 players ● Issue 44 ● AM	81%	4
ARMY MEN: AIR COMBAT	3DO ● 1-4 players ● Issue 46 ● AM	83%	3
AUGUSTA MASTERS '98	T&E Soft ● 1-4 players ● Issue 14 ● JP	40%	1
BANGAIO	Treasure ● 1 player ● Issue 36 ● MK	84%	4
BOMBERMAN SECOND ATTACK	Hudson ● 1-4 players ● Issue 45 ● AM	52%	3
BOMBERMAN D-DAMAN	Hudson ● 1 player ● Issue 20 ● JP	23%	0
BOTTOM OF THE NINTH	Konami ● 1/2 players ● Issue 30 ● TW	44%	2
CHORO Q 64	Takara ● 1-4 players ● Issue 20 ● MK	56%	1
CRUIS'N EXOTICA	Midway ● 1 player ● Issue 50 ● GE	43%	2
CUSTOM ROBO	Marigul ● 1/2 players ● Issue 41 ● JB	83%	4
DENRYU IRA IRA BOU	Hudson ● 1/2 players ● Issue 12 ● JN	65%	2
DEZAEMON 3D	Athena ● 1-4 players ● Issue 19 ● MK	82%	4
DORAEMON	Epoch ● 1 player ● Issue 2 ● TW	60%	1
DORAEMON 2	Epoch ● 1 player ● Issue 26 ● JB	52%	2
DORAEMON 3	Epoch ● 1-4 players ● Issue 46 ● AM	54%	2
FIGHTER DESTINY 2	Southpeak ● 1/2 players ● Issue 45 ● AM	85%	4
FAMISTA 64	Namco ● 1-4 players ● Issue 11 ● TW	68%	1
FOX COLLEGE HOOPS	Fox Int. ● 1/2 players ● Issue 26 ● TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson ● 1 player ● Issue 26 ● TW	??%	2
GLORY OF ST ANDREWS	Seta ● 1-4 players ● Issue 1 ● TW	58%	0
GOLDEN NUGGET	EA ● 1-4 players ● Issue 26 ● TW	52%	2
HARVEST MOON 64	Natsume ● 1 player ● Issue 39 ● MK	90%	5
HEY YOU, PIKACHU!	Nintendo ● 1 player ● Issue 50 ● GE	56%	2
JANGOU SIM MAH JONG 64	Video System ● 1 player ● Issue 7 ● JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer ● 1-4 players ● Issue 8 ● TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson ● 1/2 players ● Issue 10 ● TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami ● 1-4 players ● Issue 1 ● TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami ● 1-4 players ● Issue 32 ● TW	90%	5
JEOPARDY!	Take 2 ● 1-3 players ● Issue 16 ● MK	9%	0
JIKKYOU WORLD CUP '98	Konami ● 1-4 players ● Issue 18 ● TW	91%	4

TWINS!

Stewart White from Yate has noticed striking similarities between certain well-known celebs and characters in Mario Tennis. Ponder his top five lookalikes if you will.

1.  WALUIGI/DICK DASTARDLY
2.  LUIGI/ BASIL FAWLTY
3.  SHY GUY/ EMINEM
4.  BOWSER/ANNE ROBINSON
5.  PEACH/ANNA KOURNIKOVA

GO! GO!

WHERE TO BUY?

Seen an import game you fancy? CA Games on 0141 334 3901 should be able to track it down for you – and they also stock the N64 Passport, the device you'll need to play Japanese and American titles on a UK N64.

Game	Publisher	Players	Issue	Reviewer	Score	Stars
KING OF PRO BASEBALL	Imagineer	1-4 players	Issue 1	TW	68%	1
KIRATTO KAIKETSU	Imagineer	1-4 players	Issue 25	TW	60%	2
LAST LEGION UX	Hudson	1/2 players	Issue 32	MK	60%	3
LEGEND OF THE RIVER KING	Natsume	1 player	Issue 26	JB	56%	3
LET'S SMASH	Hudson	1-4 players	Issue 23	TW	67%	3
MAH JONG 64	Koei	1-4 players	Issue 3	JD	65%	1
MAH JONG MASTER	Konami	1-4 players	Issue 1	WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo	1-4 players	Issue 18	MK	74%	4
MARIO PARTY 3	Nintendo	1-4 players	Issue 52	MG	74%	3
MEGA MAN 64	Capcom	1 player	Issue 53	GE	70%	3
MIDWAY'S GREATEST ARCADE HITS	Midway	1/2 players	Issue 50	MG	71%	3
MS PAC-MAN MAZE MADNESS	Namco	1-4 players	Issue 48	MG	72%	3
NAMCO MUSEUM	Namco	1/2 players	Issue 44	MG	70%	3
NBA COURTSIDE 2	Nintendo	1-4 players	Issue 44	MK	87%	4
NEON GENESIS EVANGELION	Bandai	1 player	Issue 35	JB	61%	3
NFL BLITZ 2001	Midway	1-4 players	Issue 51	AM	78%	4
NIGHTMARE CREATURES	Activision	1 player	Issue 25	MK	57%	1
OGRE BATTLE 64	Atlus	1 player	Issue 50	MK	87%	4
PACHINKO WORLD 64	Hewia	1 player	Issue 13	TW	12%	1
PAPER MARIO	Nintendo	1 player	Issue 53	AM	90%	5
PIKACHU GENKI DECHU	Nintendo	1 player	Issue 25	ME	75%	3
POKÉMON STADIUM 2	Nintendo	1 player	Issue 25	ME	75%	3
POKÉMON STADIUM G/S	Nintendo	1-4 players	Issue 52	GE	90%	5
POWER LEAGUE 64	Hudson	1/2 players	Issue 7	JA	42%	0
POWER PRO BASEBALL 4	Konami	1/2 players	Issue 3	TW	54%	2
POWER PRO BASEBALL 5	Konami	1/2 players	Issue 17	MK	78%	3
PUYO PUYO SUN 64	Compile	1/2 players	Issue 10	ZN	80%	3
RALLY CHALLENGE 2000	Southpeak	1/2 players	Issue 45	MG	61%	3
READY 2 RUMBLE ROUND 2	Midway	1/2 players	Issue 50	AM	76%	3
SIM CITY 2000	Imagineer	1 player	Issue 13	JP	83%	3
SIN AND PUNISHMENT	Nintendo	1/2 players	Issue 51	MG	89%	5
SNOWBOARD KIDS 2	Atlus	1-4 players	Issue 28	JA	80%	4
SNOW SPEEDER	Imagineer	1/2 players	Issue 26	JA	71%	3
SPACE INVADERS	Activision	1 player	Issue 44	MG	73%	3
SPIDER-MAN	Activision	1 player	Issue 51	AM	78%	4
STARCRAFT 64	Nintendo	1/2 players	Issue 45	MG	78%	3
STAR SOLDIER	Hudson	1 player	Issue 19	MK	62%	1
SUPER BOWLING	Athena	1-4 players	Issue 30	MG	72%	4
SUPER ROBOT SPIRITS	Banpresto	1/2 players	Issue 20	MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami	1-4 players	Issue 15	TW	78%	4
TAMAGOTCHI WORLD 64	Bandai	1-4 players	Issue 12	JN	79%	4
TETRIS 64	Seta	1-4 players	Issue 26	JA	42%	1
TOKON ROAD	Hudson	1-4 players	Issue 12	DM	49%	1
TOP GEAR HYPERBIKE	Kemco	1/2 players	Issue 44	MK	64%	3
TRIPLE PLAY 2000	EA	1-4 players	Issue 29	MG	50%	2
TRUMP WORLD	Bottom Up	1-4 players	Issue 21	MG	21%	1
VIRTUAL CHESS	Titus	1/2 players	Issue 18	TW	76%	3
WCW NITRO	THQ	1-4 players	Issue 27	JP	42%	1
WHEEL OF FORTUNE	Gametek	1-3 players	Issue 11	TW	17%	0
WONDER PROJECT J2	Enix	1 player	Issue 1	WO	55%	2





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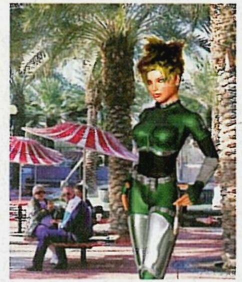
People's Princess has new beau

Just when you thought it couldn't get any better – she's gone and done it again. Glamourpuss Peach has been spotted arm-in-arm with quite a few companions over the last few years. She's suffered some heartbreaks along the way, but has come through it still bearing her trademark smile. And it's all about to kick off again.

Woohoo! magazine has an exclusive snap of everyone's favourite royal enjoying a sneaky trip out with a steamy new pal. They were spotted popping out for a coffee last week at the exclusive Kinopio's House of Koffee, where celebrity caffeine-sippers can treat themselves to a special brew of mushroom tea for up to 100 coins a cup. Although from this picture Peach may seem a little shy, it's clear as day to us that she's over the moon spending time with her new close friend.

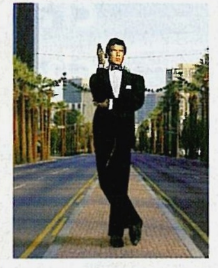
The companion's identity is not yet clear – he is an obscure unknown. Some sources suggest he is a friend of playboy Mario, though he seems strangely awkward and keen to escape the cameras. Quite what our beloved ruler might see in such an uninteresting dolt remains a mystery, though we're staking out bridal shops in case of further developments.

Taking five: Princess Peach with her mysterious new companion, spotted arriving outside the popular celebrity venue, Kinopio's House of Koffee.



JO'S CURLS

Slinky Carrington Institute worker Joanna Dark has splashed out a lavish 50p on her new hairdo. Style analysts have always been in awe of her jaw-dropping looks, but now that world-famous mannish bob is to be replaced with a more jaunty, bouffant creation. Institute chief Daniel Carrington is reported to be "distraught".



BOND WEEPS

James Bond often locks himself in his house because he hates being a star. Fame, success and pin-point accuracy just aren't enough for the ageing sneakster. "You think that I'm strong," wheezed the whinging lunatic, trousers round his ankles. "But you're wrong. What would you say if I told you I sit inside, crying, because of my fame?"

SAMUS SMILE

Hotly tipped to be appearing in a new running, shooting bugfest, enigmatic starlet Samus Aran has been getting in shape for her new role. Despite rumours of sackings among her support staff, the Metroid star allegedly spent sums of up to 37p on eye-bag removal, liposuction and a new bulging biomechanical suit of armour.



PIKA POWER

'It' mouse Pikachu is hotly tipped to release a smash debut album on the Gyrados label at some point next year. Details of the deal are scant, but are expected to run into literally dozens of pence for the first tune alone. We caught up with the power-crazed rodent, who had only an elusive "Chu…" to offer on the subject. The controversial funster is still plagued by allegations of running an illegal electricity sweatshop.



PIPSY SPOT



It's been a long time since her last game appearance (Diddy Kong Racing) but *Woohoo!* have managed to uncover the whereabouts of Pipsy the Mouse. The reclusive fading star is currently stacking shelves for a well-known clothing chain. Other star stackers have included Geoffrey from Rainbow.

WALUIGI NUMBER TWO



Bandy wearer of purple Waluigi speaks highly of his new flat in London's swanky Kensington. "It's-a just-a the place-a for-a me to-a relax-a," commented the ill-fated tennis-player-turned-gangsta-rapper. Clearly still suffering from his career-long speech difficulties, the moustachioed ne'er-do-well seemed relaxed at last, surrounded by white fake-leather upholstery and prints of Venice.





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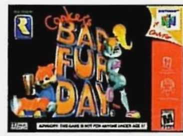
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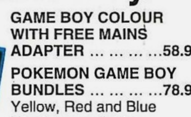
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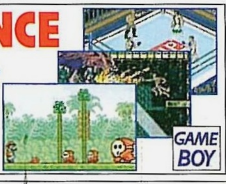



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